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MAY 1987

VOLUME 6, NUMBER 1

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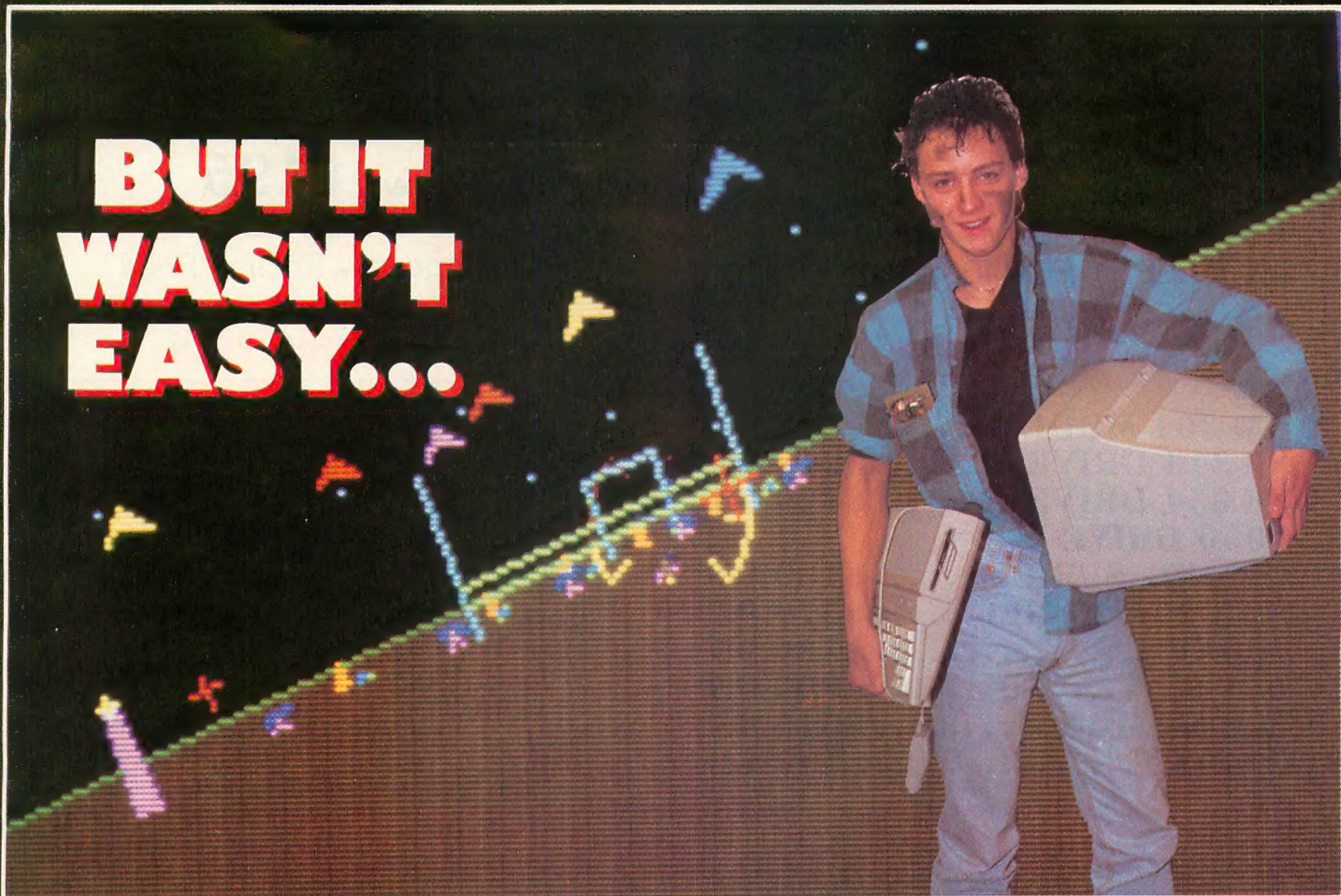
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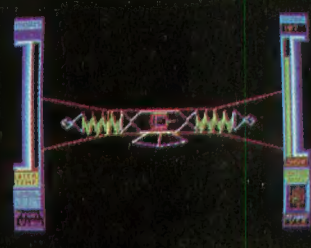
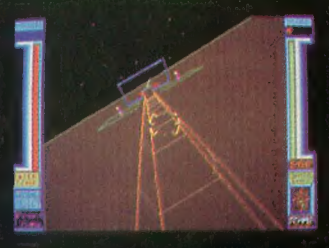
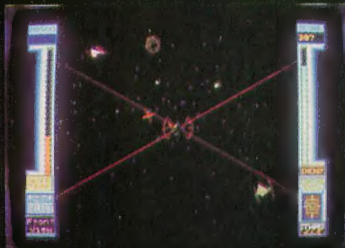
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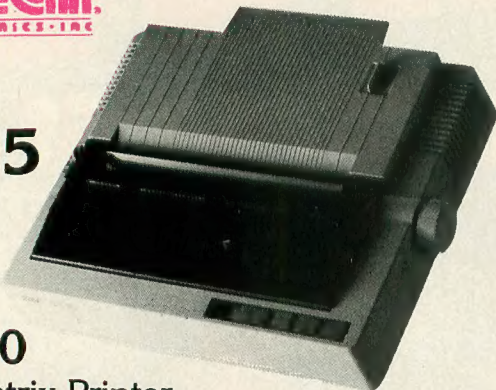


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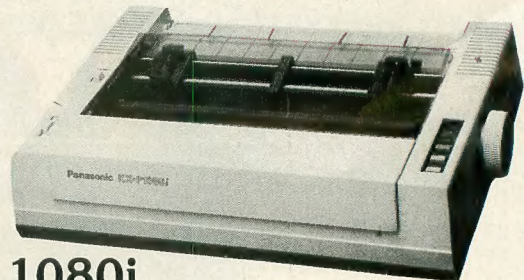
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Antic

The ATARI Resource

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I/O Board

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U-PRINT TO SUPRA

A number of **Antic** readers responded to the February, 1987 I/O Board and 8-bit New Products mentions of the U-Print printer interface from Digital Devices, Inc. There doesn't seem to be a Digital Devices, Inc. anymore. Their number has been disconnected and there's no referral.

However, we have learned that Supra Corp. now owns the rights to the U-Print. Although they have not yet marketed it, they will repair individual units for \$20. Supra is at 1133 Commercial Way, Albany, OR 97321. (503) 967-9075.—ANTIC ED

SYNFILE+ BUG

I set up a short program using SynFile+ for accounts receivable on my Atari 800. To conserve memory, I used only the DATE field as an index. After booting SynFile+, I tried loading my file. Time after time I got an error in either the .TBL, .DOI or .IDX.

When I called Broderbund, their patient, helpful tech support people informed me of a little-known bug in the DATE field. If it's the only field used, it should be designated as a TEXT field, not a DATE field.

Mike Collins

New Lenox, IL

LOSING FACE

My compliments on your article about WAACE (**Antic**, February 1987). However, one small error crept in. FACE (Frederick Atari Computer Enthusiasts) is located in Frederick, Maryland—not Virginia, as stated in the article.

Mike Kerwin

President, FACE

LE MENU

Is there any way for me to translate the DUPSYS menu and everything that goes with it into French?

Clement Carboneau
Quebec, Canada

With a little effort, yes. You'll need a second editing program that can read and write directly to disk. You can use Sherlock 1050 if you own an Atari 1050 disk drive, or Disk Scanner for other drives. Either program is \$19.95 from The Catalog.

Make a disk with only DOS on it and locate the sectors containing the text that appears on the screen. Replace the English words with the French equivalents, being sure to take up the same number of characters.—ANTIC ED

Help!

CASTLE REPLAY

When you try to replay *Castle* (**Antic**, October 1986) a second time, two of the parallelograms are drawn incorrectly and an Error 141 occurs. This problem can be corrected by adding the following line:

235 PA=0

Rose Mary Golecke
Columbus, OH

QUATRO

If your *Quatro* game (February 1987) has a skewed playing screen and your joystick doesn't position the playing tiles properly, insert these lines:

15 POKE 559,0

90 POKE 539,34:RESTORE

Remember to SAVE a copy of the corrected program before you RUN it.

Help!

ELECTRIC CHARLIE!

I have a problem with *Electric Charlie!* from the February, 1987 issue. When I enter a program with an error in it and then engage Charlie!, I receive an unknown error message with a code of zero and the correct line number. However, it works perfectly when I have a TRAP statement in my program. My computer is an 800XL upgraded to 256K. What is wrong?

Bill Zink

A TRAP statement is required somewhere in your program for Charlie! to do his thing. Our accompanying article should have specified this more clearly.

—ANTIC ED

WP COLUMNS

Your chart in the February, 1987 article *Word Processors: 7 for the 8-bit* shows that LJK's Letter Perfect has a maximum file space of 64.1K on the 130XE. However, when I called LJK, they said there is no special version of Letter Perfect, nor do they plan to create one. What did you mean in your chart?

Dan Hite

La Palma, CA

In the row labeled "Extra XE File Size," the entries "Uses RAMdisk" and "64.1K" each should have been moved one column to the left. That is, First XLEnt, not PaperClip, uses the RAMdisk. PaperClip, not Letter Perfect, has that 64.1K maximum file size.—ANTIC ED

TODAY'S ATARI

A couple of wrong years somehow got into *Today's Atari Corp.* (March 1986). The Jack Tramiel team took over Atari in June 1984 and held their first press conference in November 1984.

Antic welcomes your feedback, but we regret that the large volume of mail makes it impossible for the Editors to reply to everyone. Although we do respond to as much reader correspondence as time permits, our highest priority must be to publish I/O answers to questions that are meaningful to a substantial number of readers.

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

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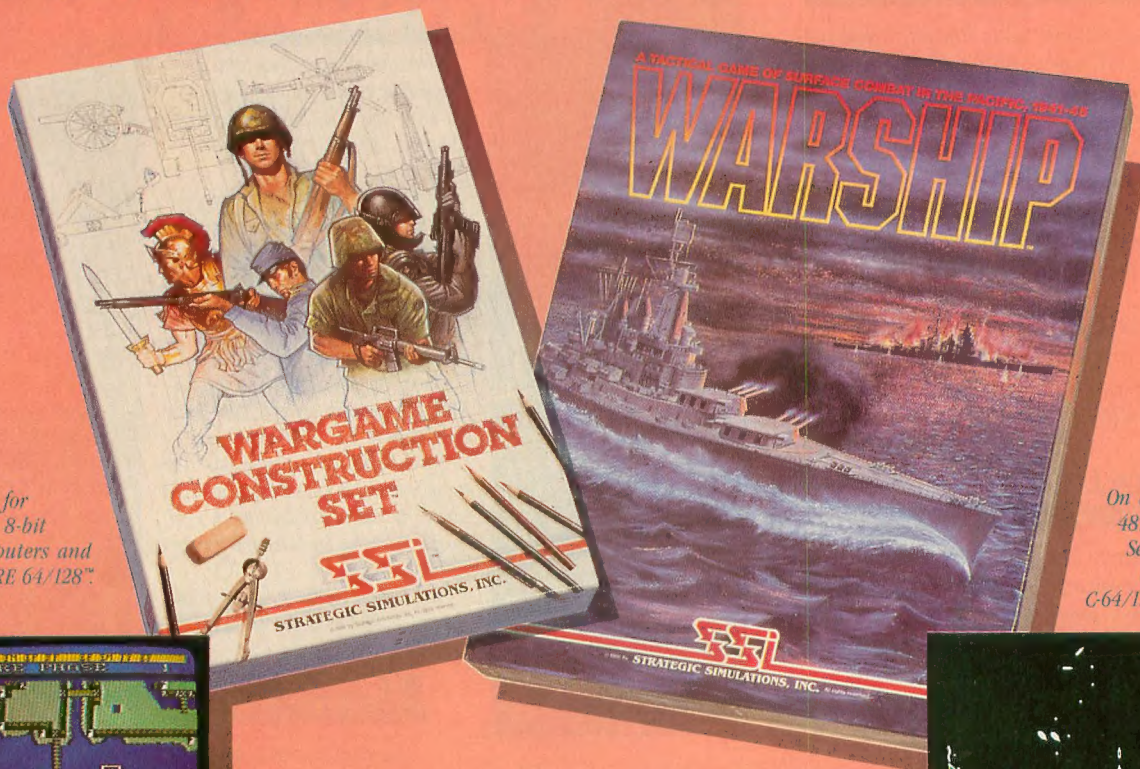
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Antic Awards

The first awards ever given for outstanding contributions to the Atari users community were featured in our Fourth Anniversary Issue last May. The Antic Awards proved so popular that we are now planning to make them an annual event.

Because the concept of these unique Atarian awards continues to evolve, don't expect to see the exact same categories each year. The highest priority of **Antic's** editors when judging for these awards is to recognize the year's most significant accomplishments in the Atari world. Specific wording of an award is based on the actual accomplishment, not on some pre-defined category such as "Best Word Processor of the Year."

A basic decision we came to when planning these second Antic Awards is that no award-winner will be eligible to repeat for a second consecutive year. Our reasoning for this restriction goes as follows:

The universe of companies and individual professionals supporting the Atari computers is still comparatively small. Within this universe is a handful of truly outstanding producers who could normally be expected to win the major awards just about every year—thus limiting the rewards of recognition for other deserving but smaller-scale Atarian professionals.



BY NAT FRIEDLAND, ANTIC EDITOR

(However, **Antic** reserves the right to reconsider the no-repeat rule in future years, if a change seems appropriate.)

Certainly, most of last year's award-winners have had another great 12 months. Batteries Included's newest generation of hits include **DEGAS Elite** (see Programmer of the Year Award), **Thunder!**, **I*S Talk**, **Isgur Portfolio** and **Time Link**. Microprose broadened its product line with **Conflict in Vietnam** and **Crusade in Europe** while

releasing a powerful ST version of **Silent Service**.

As for the Atari Corp. itself, a separate story elsewhere in this issue reports details of the advanced new line of computers and other hardware being introduced by Atari this year. Atari also became a publicly held company with its successful \$50 million stock issue. And that stock price has more than doubled as business analysts increasingly take Atari seriously as a major force in the computer market.

All in all, the past 12 months were a highly satisfying period for the Atarian community. **Antic** is proud to have shared in this impressive growth. In mid-January, Antic Publishing, Inc. moved into an entire three-floor building with three times as much space as our previous quarters. The company now has some 55 employees and is launching a new publication.

Antic, **START** and now **Model Shopper** for the entire spectrum of model-builders. This is quite an expansion for a company that began five years ago on the kitchen table of former NASA programmer James Capparell.

Anyhow, here are the 1987 Antic Awards representing this magazine's judgement of the most significant Atari developments during the past 12 months. See you again next year for our Sixth Anniversary Awards Issue.

Programmer of the year



TOM HUDSON

Tom Hudson is the author of **DEGAS Elite**—the popular choice for Program of the Year —and the earlier **DEGAS** for Batteries Included, plus **CAD-3D** for The Catalog. As more than one reviewer has put it—this spectacular graphic arts software is all the reason people might need for buying an ST computer.

Yet Hudson, a friendly 27-year-old Missourian, still finds time to write about advanced programming topics in **START** Magazine and to help users of his software on CompuServe's SIG*Atari. Tom Hudson's addictive programs have given state-of-the-art computer graphics power to thousands of users who previously could only dream about taking control of such a high level of creative artistic techniques.

Outstanding users group

WAACE

As **Antic** explained in a February 1987 feature story, **WAACE** (Washington Area Atari Computer Enthusiasts) is a pioneering regional federation of nine Atari users groups serving some 1,500 members in the nation's capital, Virginia and Maryland. **WAACE** is the vehicle for these clubs to coordinate their efforts in a number of major regional activities—which serve as an important model for other area-wide affiliations of Atari groups.

WAACE publishes an ambitious monthly magazine, **Current Notes**, that is sold commercially in local stores. **WAACE** has also organized successful regional Atari festivals since 1985. **NOVATARI**, the largest club in **WAACE**, operates an area-wide bulletin board, **ARMUDIC**, that largely pays for itself by charging small subscription fees to all users. **WAACE** has shown the way for local users groups to band together and produce large-scale results.



Outstanding products

ICD MULTI I/O BOARD



ICD's powerful line of hardware enhancements turbocharges 8-bit Ataris right into the forefront of today's computing capabilities.

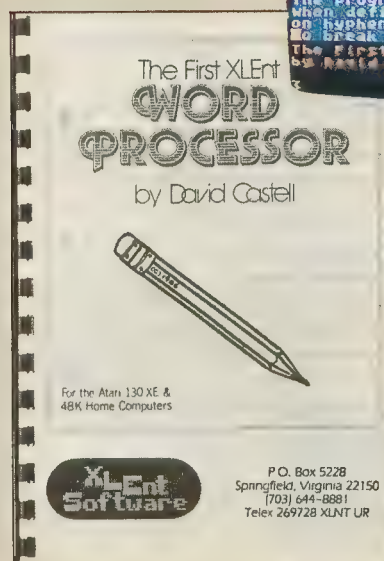
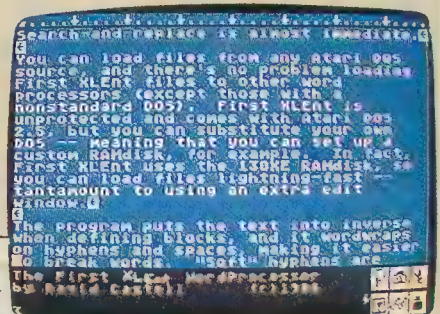
The affordable **Multi I/O Board** carries as much as one megabyte of lightning-fast RAMdisk memory that can be retained even when the computer is turned off. The Multi I/O also has a parallel port for printers, a serial port for modems and a SASI/SCSI interface that can connect virtually any standard hard disk to the 8-bit Atari. Promised soon is an 80-column screen display unit that attaches to the Multi I/O.

Other valuable products from ICD include the **P:R: Connection**, a long-needed replacement for the discontinued Atari 850 interface, and the sophisticated **SpartaDOS** operating software that uses the full power of the Multi I/O RAMdisks.

FIRST XLENT WORD PROCESSOR

The First XLEnt Word Processor was reviewed in the January 1987 *Antic* as one of the best available for the 8-bit Atari—offering numerous unique and useful features. This is perhaps the biggest breakthrough product yet from XLEnt Software, a feisty little company from Springfield, Virginia that built up an impressive line of affordably-priced software for both the Atari 8-bit and ST.

Until now, XLEnt has been best known for its useful series of graphics printing utilities, including **Megafont** and **Typesetter** in various versions for the both the 8-bit and the ST. Now, with First XLEnt Word Processor, XLEnt Software stakes out a claim at the leading edge of Atari software development.



*Antic
Awards*

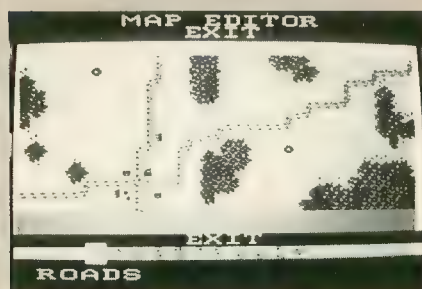
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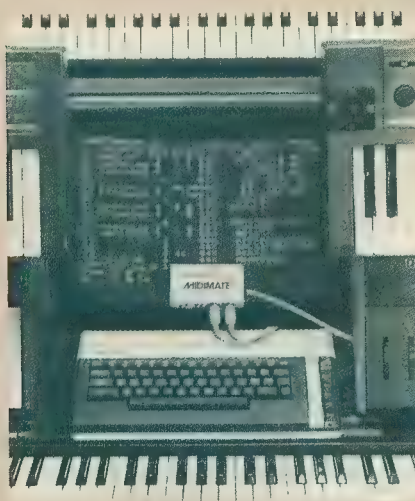
SSI—WARGAME CONSTRUCTION SET

The premier developer of computer wargames, Strategic Simulations, Inc. has consistently (like 1986 award-winner Infocom) released Atari 8-bit versions of all its major titles and is starting to release ST titles too. Hardly a month goes by when *Antic* doesn't review a new strategy wargame from SSI. Some of the company's recent best-sellers are *Nam*, *Gettysburg* and *Warship*.

Now, for many SSI fans, *Wargame Construction Set* is a dream come true. This software enables wargamers to design their own complete games from the battleground up—anything from sword-and-sorcery fantasy through historic tactical combat or science fiction interspace wars.



HYBRID ARTS—MIDITRACK



Back in the June 1985 *Antic*, we reviewed a brand-new professional music product called **MIDITRACK II** that enabled the 8-bit Atari to emulate a real-time digital 16-track recording studio. When we asked Hybrid Arts why they selected Atari over then-more-popular computers to run their MIDI system, they explained that only the Atari was rugged enough to survive a typical road tour. It could well be possible that the success of MIDITRACK II helped Atari decide to build MIDI ports into the ST computer.

In December 1986, our reviewer called **EZ-TRACK ST** "the best sequencer available for the ST." Although this is admittedly Hybrid Arts' entry-level ST product, it boasts 20 recording tracks and a storage capacity of 63,000 notes on a 1040ST. Even more advanced features are provided in **MIDITRACK ST**, which was previewed at the January 1987 Consumer Electronics Show.

COVOX—VOICE MASTER

The Covox Voice Master is a fascinatingly inventive hardware/software system that digitally records your own voice on the 8-bit Atari for computerized manipulation and playback. It comes with sample programs like a voice-recognizing blackjack game and the Voice Harp Composer that provides powerful editing of any music you can sing, hum, or whistle into the Covox microphone.

Introduced by Covox at the January 1987 Consumer Electronics Show was an ST version of the Voice Master, which should provide additional impressive uses, thanks to the ST's bigger memory. Due to the memory-intensive nature of digital sound sampling, the 8-bit Voice Master needs about 32K of RAM to store 15 seconds of sampled sound.



Outstanding products

BECKEMEYER— MT C-SHELL

Beckemeyer Development tools of Oakland, California is a pioneering specialist in avant-garde ST program developer's environments. It will take some time before the full impact of mainframe-power software like **MT C-Shell** is absorbed into the marketplace. **MT C-Shell** supports multi-tasking for multi-users, electronic mail and print spooling. It is a Unix-like system that also runs the ST's standard TOS software.

MICHTRON

MichTron is being given an Antic Award in recognition of the breadth and scope of its entire ST software line. MichTron was one of the very first developers to start releasing ST programs, and its product library has already grown to more than 40 titles. MichTron ST software is available in just about every category you could ask for: entertainment, productivity, utilities, telecommunications, business, graphics, printing, word processing. If you own an Atari ST computer, MichTron has plenty of good software for you.



ACTIVISION— MUSIC STUDIO



Activision's **Music Studio** is an outstanding example of how to bring out software simultaneously for the Atari 8-bit and ST computers. Except for MIDI capability, virtually all the important features of this easy-to-use music composition program were packed into the XL/XE version as well as bigger-memory ST. Our September 1986 review called **Music Studio** "a fine addition to the growing list of Atari music programs for home use."

Activision also continued to bring out software for the Atari even during the period when other major publishers did not. **Hacker** for the 8-bit and ST, and the ST-only **Hacker II** are among Activision's most memorable recent graphic adventure titles.

ABACUS

Abacus is a leading ST software publisher, with titles like the **DataTrieve** filing program and the **TextPro** word processor. However, the company has earned an Antic Award for an even more unique contribution to Atarians. Abacus is the number one publisher of reference books for ST programmers.

The first Abacus ST book was available within a few weeks of the computer's opening shipments. By now, with over a dozen volumes already in print, the Abacus ST bookshelf is an invaluable source for all levels of ST programmers. **GEM Programmer's Reference** and **ST Internals** are just two of the Abacus titles regularly relied on by this magazine's technical staff.



*Antic
Awards*

Outstanding products



SUBLOGIC—ST FLIGHT SIMULATOR II

Flight Simulator II has been a number one best-seller on just about every make of computer, including (since 1984) the 8-bit Atari. But when the ST version was reviewed in the January 1987 issue, we found that this hit program has taken off into an entire new realm of satisfaction.

The ST edition of Flight Simulator



II offers more features than many professional pilot training units. The scope of the scenery and the precise flight maneuvering make Sublogic's latest version a superb example of how to enhance existing software to take advantage of the ST's power.

LC TECHNOLOGIES—STEREOTEK 3-D GLASSES



Previewing at computer shows since the autumn of 1986, these liquid crystal shutter (LCS) Stereotek 3-D Glasses have consistently proven to be a sure-fire crowd attraction. The LC Technologies glasses plug into the ST cartridge port to display animated three-dimensional images in color or monochrome, using DEGAS Elite or CAD-3D software.

Using PI-cell technology developed by Tektronix, the LC Technologies glasses alternately open and shut the left and right lenses in synchronization with the ST video image refresh—60-70 times per second. The Stereotek 3-D effect is a spectacularly innovative use of ST graphics power.

TIMEWORKS

The first three ST releases from Timeworks are so new that our review is still in process. But we have already used these integrated business/productivity programs enough to be positive they are a real breakthrough of affordable power and convenience in the ST market.

Timeworks' **Data Manager** database includes the best ST business graphing program we have seen, plus a full-scale report writer and a convenient label maker. The **SwiftCalc** spreadsheet can also generate the same fine business graphs and has a built-in sideways printing utility. The **Word Writer** word processor has an outline processor, a spell checker and realistic onscreen display of special formats.



Antic Awards

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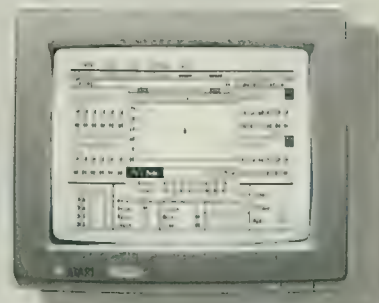
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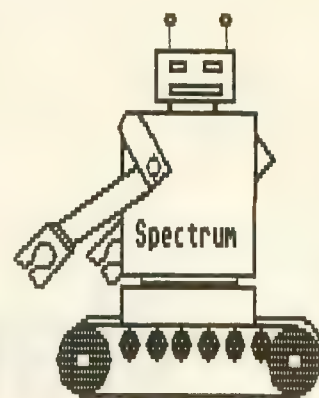
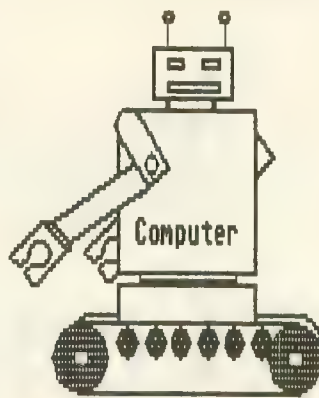
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Atari's New Computers

Triple-header at '87 Winter CES

Atari kicked off the new year by introducing this high-powered new hardware line-up at the January 1987 Consumer Electronics Show in Las Vegas:

- The Mega ST series—detached-keyboard computers with a choice of 1Mb, 2Mb and 4Mb memory, starting at about \$995.
- A laser printer priced under \$1,500, lowest cost in the market.
- A videogame system that can be upgraded to an 8-bit XE computer with an add-on keyboard and disk drive.
- The most affordable IBM PC compatible available—\$699 with a high-resolution monochrome monitor, \$499 with only a disk drive and 512K. All standard graphics formats and ports are built-in, so virtually no add-ons will be required.

"In 1987, we are declaring war on the computer business in the United States," said Atari president Sam Tramiel at the company's CES press conference. Atari Chairman Jack Tramiel added, "It seems that the customers want to buy the right product at the right price. 1986 was a fantastic year and 1987 will be much, much, much better."

*(This article is based on information provided by Atari executives during the 1987 Winter CES. By the time you read this, certain features of these machines and their prices may have changed. Also, the new Atari hardware was announced for release in the second quarter of 1987. But in the volatile computer industry, product release dates—from any manufacturer—are often subject to delay. Finally, readers may rest assured that **Antic** will not normally devote editorial pages to coverage of Atari's new IBM-compatible computer—such information may easily be found in many PC magazines. We write here about the Atari PC's introduction in some detail, simply because we believe that news concerning Atari's future is of general interest to our readers.—ANTIC ED)*



The new Atari Mega ST computer.

4MB MEGA ST

The new Mega STs are component systems resembling an IBM PC—but sleeker and less clunky-looking. A detached keyboard is connected by cable to a separate box housing the central processing unit (CPU) plus a built-in double-density 3-1/2 inch disk drive, a battery-powered real-time clock/calendar and the long-awaited blitter chip for high-speed animation.

The new STs are designed as "open architecture" computers and use the new 1Mb RAM chips. Expansion devices such as add-on cards might be plugged into a peripheral box, which would then connect to the ST through the DMA port or bus expansion connector. In the future, such a box could easily handle dedicated chips, such as



The Atari XE game system, with add-on keyboard.

the new Motorola 68020 and the 68881 math co-processor, giving blinding speed to graphics processing, real-time animation and other memory-intensive, number-crunching functions.

A mouse port and joystick port are in the back of the ST keyboard unit, near the center. The keyboard itself is attached with a length of coiled cable, using standard phone jacks.

The usual ST ports (DMA, MIDI, etc.) are arranged in the back of the CPU box. The box also serves as a monitor platform. Atari's new 20-megabyte hard disk fits in the same "footprint" as the CPU and can be placed under the CPU, adding only another inch and a half to the "stack."

\$1,500 LASER PRINTER

A second major announcement was the Atari ST Desktop Publishing System. An Atari ST "host" computer will serve as the front end for a laser printer "engine." You'll get near-typeset quality printing with 300 dots-per-inch resolution.

Conventional laser printers from other companies require hundreds of dollars of microprocessor and support electronics. But the ST's high-speed DMA port, coupled with the raw horsepower of the 68000 microprocessor, will let the ST drive the new laser printer via software containing any popular page description language such as Postscript, thereby lowering the printer's standalone price.

Atari stated they will sell a desktop publishing system featuring a 2Mb Mega ST and an Atari Laser Printer for less than \$3,000. (The package is tentatively scheduled for release in late spring.) The printer will also be sold separately for under \$1,500. For less than the price of a Macintosh Plus, you should be able to buy a Mega ST2, an Atari Laser Printer and the software to drive it.

VCS INTO XE

Videogames, which launched the old Atari Inc. into billion-dollar annual sales and then sent it spiraling almost into oblivion, have re-emerged at Tramiel's Atari Corp. That world-famous Atari warhorse, the 2600 videogame system, has been given a facelift and is now selling for under \$50.

An interesting repackaging of Atari 8-bit computers masquerading as a videogame is the XE System, a small, squarish box with sharp angles and round pastel buttons (RESET, OPTION, etc.) which give it an unusual, almost art-deco appearance. According to Sam Tramiel, it is fully expandable with a plug-in keyboard and disk drive, turning it into a standard 8-bit XE computer.

The new 7800 game system, which James Morgan introduced in those last terrible months before the Tramiel takeover, is heralded as the next generation of videogame. It includes a copy of Pole Position and will retail for under \$90. The 7800 features better-than-XE-quality graphics and sound, and will accept the new "Supergame" cartridges from companies such as Broderbund, Epyx and Electronic Arts. The first titles to be released include Karateka, Choplifter, Summer Games, 1-On-1 Basketball and Skyfox.

ATARI PC COMPATIBLE

The most surprising of Atari's new hardware announcements was the Atari IBM PC compatible. That's right—Atari jumped into the territory of Compaq, Leading Edge and Hyundai by announcing its own IBM PC-XT "clone"—to retail for an amazing \$499. The new Atari PC features an 8088 microprocessor with a switchable clock speed of 4.77 MHz or 8MHz, and it will accept an 8087 numeric co-processor. The PC comes with 512K standard RAM, expandable to 640K, plus 256K of dedicated screen RAM, which makes the entire 512K of system RAM available to developers. Atari expects to use its PC as a second front-end computer for its laser printer and says the PC will run thousands of pieces of IBM software.

The \$499 version of the Atari PC has a detachable keyboard and CPU only, while a \$699 version also includes an "EGA monochrome" monitor with a 720×348 high-resolution display. Both computers come with built-in parallel, serial and SCSI hard-disk ports, mouse ports and mouse. One 5-1/4 inch 360K disk drive is built into the CPU box and two external drives can be plugged in. Atari will also market an expansion box accommodating up to five AT-sized add-on boards.

The Atari PC comes with unheard-of graphics support built-in—EGA (enhanced graphics adaptor), CGA (color graphics adaptor), Hercules and IBM monochrome. With an EGA color monitor, the PC will support 640×350 pixels resolution. Most EGA monitors retail for over a thousand dollars, however sources at Atari indicate they are working on an extremely low-priced EGA color monitor. You can also hook up a standard ST 3-1/2 inch disk drive and read and write IBM laptop disks, making the transference of text files in that format an easy task. (Note: This does not mean you can run ST software on the Atari PC.)

The Atari PC will be bundled with the GEM Desktop software from Digital Research and several other applications. It is rumored that Microsoft Windows might be bundled with the PC and also be made available for the ST. Unlike many other compatibles on the market, Atari

continued on next page

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manufactures the PC in its own factory—the 200,000 square-foot Taiwan plant where they make all Atari equipment.

Atari officials quickly dismissed concern that their PC indicated any abandonment of their ST line. John Skruch of Atari likened the situation to a software house manufacturing products for differing computers. Skruch emphasized Atari is an electronics company specializing in computers, and their PC is simply an entrance into another market.

"The significance of the Atari PC," said Sam Tramiel, "is that someone can take it home, open the box, and it's ready to run. You don't have to plug in cards or extra things; you have everything you need, right off the bat."



Top: A new addition to the MS/DOS univers—the Atari PC.
Bottom: The ST puts on a business suit—the Mega ST.

NOT THE END

Jack Tramiel has always claimed Atari will be a major contender in the personal computer marketplace. With solid ST sales and now a very competitive IBM clone (for those so inclined) Atari stands to make 1987 exponentially more interesting than their efforts in 1986. Computer marketing analysts, who previously ignored anything not stamped with three familiar letters or a bitten apple logo, have begun finally to sit up and notice Jack Tramiel's Atari efforts.

The analysts have had to abandon their original litany of "... But how financially stable is Atari?" With Tramiel's November stock offering giving Atari a quick \$50 million shot in the arm, plus decent profits and no further Warner debt, the wags have had to look at something else—specifically, Atari's product line. And, horror of horrors to the nay-sayers, Atari's product line is selling.

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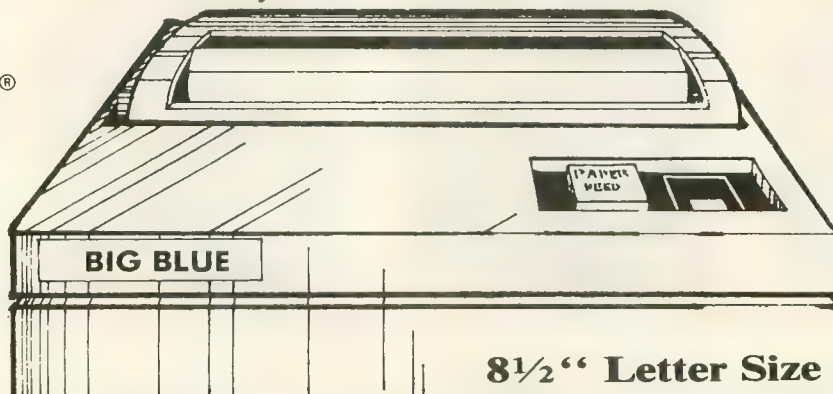
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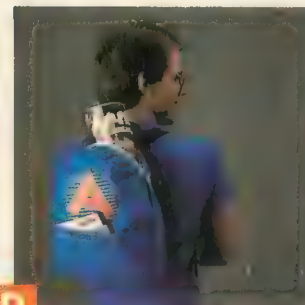
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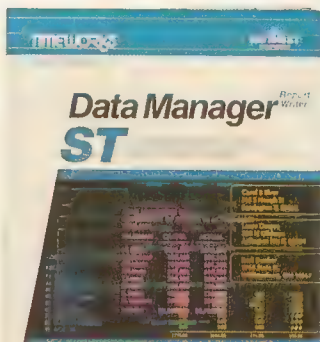


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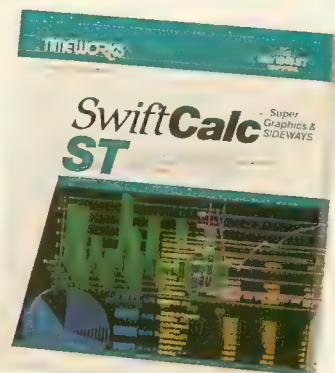
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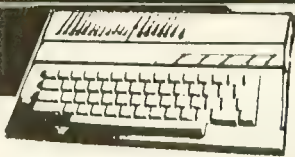
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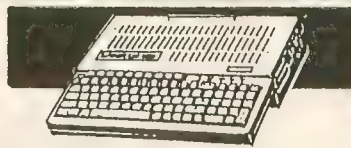
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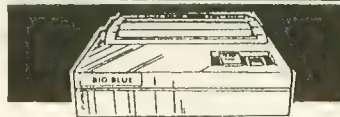
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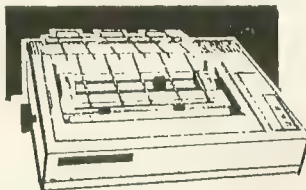
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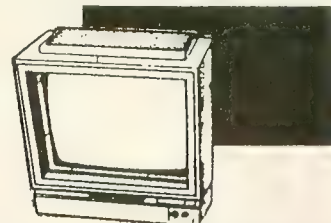
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A-Rogue

8-bit gets classic mainframe dungeon adventure

BY ROBERT JUNG

As far as Antic knows, this is the first 8-bit Atari version of Rogue—one of the famed early graphic adventure games on mainframe computers. This BASIC program works on 8-bit Atari computers with minimum 48K memory and disk drive.

Rogue is among the earliest and most famous adventure games developed on mainframe computers by anonymous programmers fooling around after official work hours. Rogue went beyond the all-text "Original Adventure" format and used simple character graphics to create an addictive fantasy role-playing dungeon treasure-hunt.

After I played Rogue on a mainframe at the University of Southern

California, the idea of an Atari 8-bit version challenged me. So, after many weeks of writing and debugging, the result is A-Rogue.

GETTING STARTED

First, type in Listing 1, AROGUE.BAS, check it with TYPO II and SAVE a copy before you RUN it. This is the game file. Next, type in Listing 2, CHARMAKR.BAS, again checking it with TYPO II and SAVEing it. This

program creates a redefined character set (AROGUE.CHR) for A-Rogue to use. Finally, RUN CHARMAKR.BAS to create AROGUE.CHR. Both AROGUE.BAS and AROGUE.CHR should be on the same disk.

Antic Disk owners: Copy AROGUE.BAS and AROGUE.CHR to another formatted disk before playing the game. The monthly disk is write-protected and won't let you save a game in progress.

PLAYING ROGUE

Your roguish mission is to go through the dungeon and find the Jewel of Taldra. Naturally, there's a whole horde of creepy monsters out to stop you. Worse, you also have cursed weapons and deadly potions to worry about—and make sure you don't starve to death.

But first you'll be prompted to type



the name of your own rogue, up to 20 characters long. Then you'll see "LOAD A GAME?" Since this is your opening game, press [N]. The first level of the dungeon will then be generated in a minute or so. You start the game with a handaxe, leather armor, two rations of food and a handful of spells. More equipment is in the dungeon for you to find.

You're represented by the small square on the map of the level, which is under a display with commands and the current dungeon level. You only see a small part of the dungeon at first, but you uncover more by exploring. The dungeon is made of hallways and rooms. One of the rooms contains a set of stairs down to the next level and you can't leave until you find it.

ROGUE COMMANDS

[Arrow Keys] move you through the dungeon. Sorry, your joystick won't work with this game. You only need to type the *first letter* of the following commands.

[I]nventory shows your status. A sample display would be: Health <15> 13; Food 2; Gold 54; Armor, Leather; Weapon, Handaxe; Health 1; Teleport 1; Fireball 2. Most of this information is self-explanatory. The number in brackets is your endurance (the maximum health you can have), and next to it is your actual health.

[R]est gives you one health point for each rest turn. Don't rest too long, or a monster might attack.

[E]at nourishes you with a ration of food.

[D]ownstairs brings you down to the next level. Be careful, after you descend, you can't go back up.

[C]ast Spell launches one of the magic spells in your inventory. (See below).

[S]ave your current game, using the name you gave. Games are saved in a file, ARSAVE, which A-Rogue will create if needed. Any earlier games are replaced and only one game can be saved on each A-Rogue disk.

[L]oad an earlier game. Once loaded, the file is deleted so you can't use it again. If there is no saved game on disk, the load will cancel.

[Q]uit stops the current game. If you want to play later, use [S]ave instead.

FIGHTING

No matter what you do, sooner or later a fight breaks out. Blow-by-blow descriptions appear at the bottom of the screen. At each combat turn, you'll see a fight prompt—[A]ttack the monster, [W]ithdraw (try to escape), or [C]ast a magic spell.

[H]ealth shows how much health you have at the moment. If this falls to zero, you die. The fight continues until someone dies, or you escape.

MAGIC

There are three kinds of spells in A-Rogue, and you can cast them any time you have one in your inventory. A Heal spell restores you to your maximum endurance level. A Teleport moves you from one part of the dungeon to another. A Fireball spell is best for fights: it automatically hits the

monster—and *hurts*. You start with one of each spell, and you find more later.

There are also magic potions. Each color potion has different powers. You can't keep potions: you must either drink them immediately or they disappear. Approach them with caution, and remember what each color stands for. For example, if you find a green potion that heals, then other green potions also heal.

ARMING YOURSELF

If you find armor or a weapon, you must either take it *now*, or kiss it goodbye forever. If you take it, you lose your old item.

You'll find magic weapons in the lower levels. The only way to tell if a weapon is magic is to take it and then use [I]nventory to check. Magic weapons will have a +1 or +2 on the end. Sometimes the magic is evil, and a weapon is *curse*d—you can't hit a monster with it. The only way to get rid of it is to find another weapon.

FINISHING THE GAME

A game ends when you die in battle, starve, [Q]uit, or you find the Jewel of Taldra. In any case, you'll be asked "ANOTHER GAME?" Press [Y] to play again or [N] to stop playing.

Robert Jung currently studies computer science at the University of Southern California. He's also a sysop of the O-Mayer V bulletin board, (213) 732-0229, where A-Rogue is an online game.

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Listing on page 80



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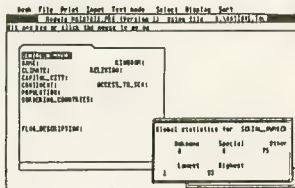
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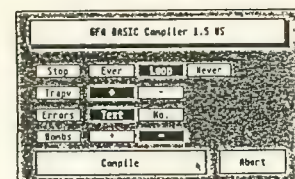
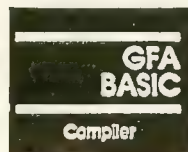
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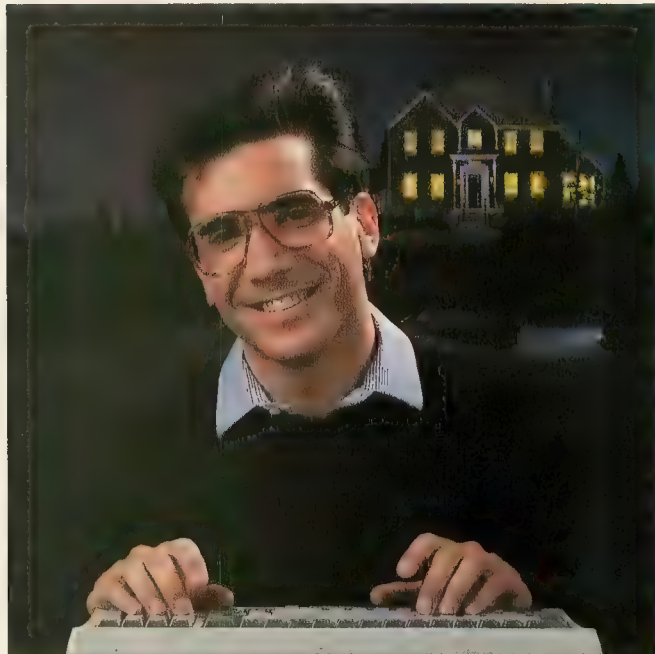
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If you ever felt like trying your luck in a poker game but nobody else was interested in parting with their hard-earned dough, then you'll enjoy the Poker Machine. Try your luck with a make-believe stake to win or lose a few phantom dollars.

Type in Listing 1, POKER.BAS, and SAVE a copy before you RUN it. If you have trouble typing the special characters in lines 11, 19000 and 25070, don't type them in. Listing 2 will create them for you. Type in Listing 2, check it with TYPO II and SAVE a copy to disk. When RUN, Listing 2 creates these hard-to-type lines, and stores them in a disk file called D: LINES.LST.

To merge the two programs, type LOAD "D:POKER.BAS" and then ENTER "D: LINES.LST". Remember to SAVE the completed program before you RUN it.

PLAYING POKER

Press the [SPACEBAR] for the number of quarters you want to begin gambling with and then press [START].

A flashing prompt asks for your wager, which you enter by pressing the [SPACEBAR] once for each quarter you



want to bet. You can bet as many as eight quarters on each hand. Press [D] for your cards to be dealt. If you're lucky enough to be dealt a pat hand—where you don't need to replace any cards—press [S] for Stand, and your winnings will be tallied. If you want to draw any cards, press keys [1] through [5] for the card or cards to discard. It's all right to throw them all away and try for a whole new hand.

If you mistakenly throw away a card you wanted to keep, press [C] for Cancel to restore the original hand. When you are done discarding press [D] to get a new deal of the cards.

Helpful onscreen prompts will aid you throughout the game. Winnings are based on the amount of your bet according to the following odds:

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continued on next page

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10-12	Variable declaration and initialization
800-852	Analyzes hand
900-920	Gives number values to face cards
950-970	Sorts hand from low to high
19000-19120	Puts M/L shuffling routine into Page 6
20040	Calls that routine
20540	Copies ROM character set into RAM, starting at location J
25090	Redefines character set
25110	Uses character set

Joe McManus, a recent computer science graduate and current programming job seeker, is a member of a top-40 band in Pennsylvania.

IF YOU'D ENJOY SEEING MORE ARTICLES LIKE THIS ONE, CIRCLE 204 ON THE READER SERVICE CARD

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BY DAVID PLOTKIN, ANTIC CONTRIBUTING EDITOR

New Owners Column

Lesson 14: Sound

This lesson concludes the beginners' 8-bit Atari BASIC programming series that started in the March 1986 issue. Next month, Antic will introduce a new series that teaches Atari animated graphics and game design.

If you play computer games, you know what kind of sounds your computer can make. Sound is an important way to hold the user's attention. Entirely silent games soon lose their appeal. While machine language is required for really complex soundmaking—such as you'd find in Music Studio (Activision) or Music Construction Set (Electronic Arts)—there's quite a bit you can do with Atari BASIC.

You can create simple, constant sounds that give your program atmosphere without slowing it down. The **SOUND** command is passed to the **POKEY** chip, a special sound chip in your Atari which also handles the serial I/O bus and the keyboard. The sound you create, say a note or hiss, will play until you turn it off with another **SOUND** command. Because the sound chip is separate from the main processor, your BASIC program's speed will not be greatly affected by whether the sound is on or off.

Your Atari can produce four sounds at once because it has four independent **voices** (sound channels). Normally each voice has a range of 256 different **frequencies** (or tones, notes, pitches). *Figure 1* shows how these frequency values correspond to the standard musical scale.

The available frequencies stretch over five octaves. Each voice has 16 different **volume** (loudness) levels, from a whisper to a roar. Finally, there are eight different levels of **distortion** to choose from. While your Atari can play

pure musical notes, it can also make other sounds, such as a low rumble or a high-speed "engine" noise. The various distortions available can be combined to produce some very interesting noises.

SOUND COMMAND

The simplest way to produce noise on your Atari is the **SOUND** command, which is used in the following format:

SOUND voice, frequency, distortion, volume

Voice is represented by a number between 0 and 3. Frequency is the pitch of the note you want to play, 0 to 255 as shown in *Figure 1*. When the frequency number increases, the note gets lower.

Distortion values must be even numbers between 0 and 14. Distortion value 0 is a rumble, 2 and 6 sound like a racing car engine, 4 sounds like heavy machinery or an idling engine, 8 is like a rocket, 10 and 14 are pure musical notes, while 12 sounds like a high-speed engine.

Volume can be between 0 and 15, with 0 being off. If you use more than one voice, try not to let the sum of the volumes exceed 32, or else the sound quality will deteriorate.

POKE YOUR SOUND

You can also use **POKEs** to control the sound registers directly. **POKE** works much faster than **SOUND**, so you have more control over your sound effects. Sound registers are memory locations which control the same properties as the **SOUND** command:

Memory Location	Function
53760	Frequency of voice 1 (SOUND 0)
53761	Distortion and volume of voice 1
53762	Frequency of voice 2 (SOUND 1)
53763	Distortion and volume of voice 2
53764	Frequency of voice 3 (SOUND 2)

continued on page 40

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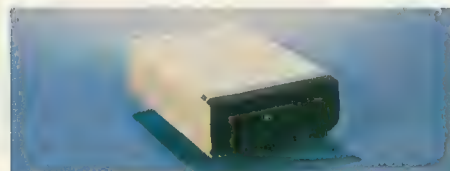
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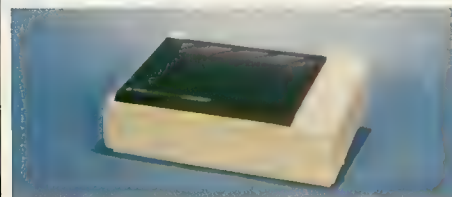


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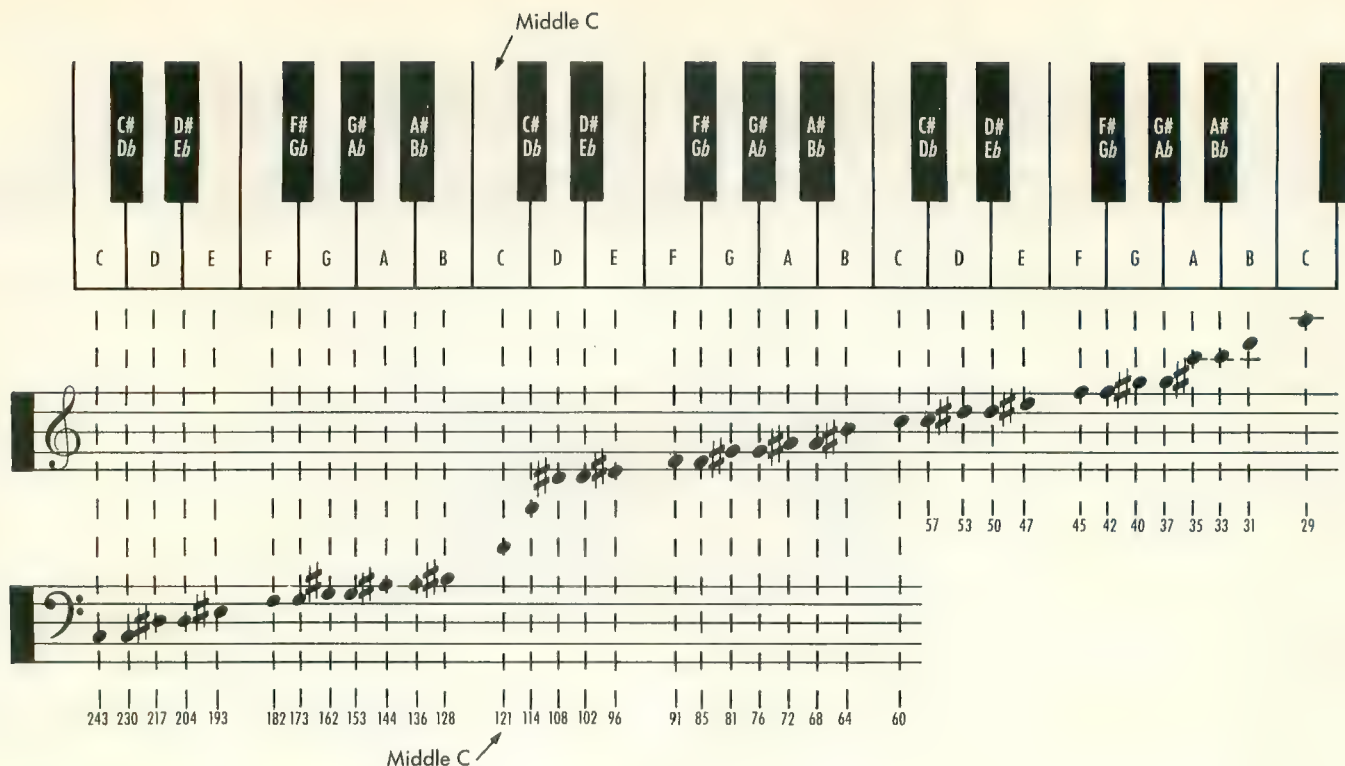


FIGURE 1
POKE values, musical notation and piano keyboard diagram of standard three-octave scale.

NEW OWNERS COLUMN continued from page 37

53765 Distortion and volume of voice 3
53766 Frequency of voice 4 (SOUND 3)
53767 Distortion and volume of voice 4

The even-numbered memory locations control the frequency of the sound, which is identical to the second number in the SOUND statement. For example, SOUND 0,100,10,8 is the same as POKE 53760,100.

The odd-numbered memory locations (53761,63,65,67) take care of the distortion and volume for each voice, using this formula:

$$\text{VALUE} = 16 * \text{DISTORTION} + \text{VOLUME}$$

Here DISTORTION is the third number in the SOUND statement and VOLUME is the fourth. Therefore the equivalent POKE in our example is $16 * 10 + 8$, or 168. So to duplicate the above SOUND command, type POKE 53760,100:POKE 53761,168.

You can turn off a note by placing a zero in either FREQUENCY or the DISTORTION/VOLUME registers.

TWO LISTINGS

Listing 1 is a sound organ. Type in Listing 1, NEWOWN14.BAS, check it with TYPO II and SAVE a copy to disk before you RUN it. The onscreen display will show you which keys should be pressed to play a musical scale.

The program continuously executes its loop, counting and reading keys and keeping track of which voices are available. All the while, the sounds you have fingered are

playing. If you want to try different sounds, change the note values in the DATA statements and use other notes from Figure 1.

Listing 2, SOUNDMEN.BAS, gives you a menu from which you can choose a sound effect. Some of these sounds are quite complex and can be astonishingly realistic. Such sounds are achieved by rapidly varying the frequency, distortion, and volume in the SOUND statements. This technique ties up the main 6502 processor chip,

*Create simple sounds
that give your program
atmosphere without
slowing it down.*

bringing other computing pretty much to a halt.

Experiment with varying the numbers in SOUND statements to get complex custom sounds of your own. And congratulations on graduating from the New Owners Column. These lessons should give you a good start in BASIC programming on the 8-bit Atari computers. (For more details on programming Atari sound, a good sourcebook is De Re Atari. Originally published by Atari, copies of this out-of-print reference guide are often available from Antic mail-order advertisers.—ANTIC ED)

IF YOU'D ENJOY SEEING MORE ARTICLES LIKE THIS ONE, CIRCLE 209 ON THE READER SERVICE CARD.

Listing on page 84



Sound Stick

Edit sounds with your joystick

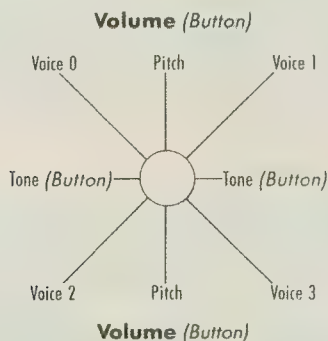
BY WENDELL MOLLYCHECK

This short, but effective, joystick-controlled BASIC sound editor works on all 8-bit Atari computers of any memory size, with disk or cassette.

One night I succeeded in creating a sound-editing program run entirely with the joystick. But whenever I worked on it again, I added something else. Since I'm my own worst critic, it took many hours to devise the simplest, most effective program that I could. Type in Listing 1, STICK.BAS, check it with TYPO II and save a copy before you RUN it.

There are four different functions involved in creating sound on the Atari: Voice, Pitch, Tone and Volume. The

FIGURE 1



only tough part about operating the Sound Stick program is remembering that two functions require holding down the joystick button. (See Figure 1)

Moving the joystick up or down changes the Pitch.

Moving it up or down while holding the button changes the Volume.

When you move the joystick left or right with the button held down, the Tone changes.

Moving the joystick diagonally switches between Voices 0, 1, 2 and 3.

Add it all together and you have a working Sound Stick, but anyone is welcome to send their improvements to the Antic I/O Board.

We can't tell you anything about Wendell Mollycheck (or mail his payment yet) because he omitted to send Antic his address or phone number along with this program.

IF YOU'D ENJOY SEEING MORE ARTICLES LIKE THIS ONE, CIRCLE 150 ON THE READER SERVICE CARD

Listing on page 76



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Words Are Fun

500-Sector Disk Bonus

Words Are Fun is a slick BASIC version of the Wheel of Fortune word-guessing game. Unfortunately, it is far too long to be printed as a type-in magazine listing. It consists of 273 sectors—*plus* 13 different puzzle files (about 100 words each) averaging 23 sectors apiece. So instead, we're offering it as a Special Disk Bonus for our *Antic* Fifth Anniversary issue.

The programmer of Words Are Fun is Chet Walters, whose Non-Standard Magic! company created Lister Plus and Picture Plus. A frequent *Antic* contributor, Walters' most recent appearance here was *SSSnake* in October 1986.

Words Are Fun will *not* RUN from the *Antic* Monthly Disk! Before you play the game, you must prepare a special Words Are Fun disk. Use DOS 2 or DOS 2.5 to format this disk. Be sure to WRITE DOS FILES to the disk, and make a back-up copy after you are done.

These files from your *Antic* Monthly Disk must be copied to your Words Are Fun disk:

WORDFUN.BAS
WORDFONT
HELP
All WFPZZL files

To play, insert your Words Are Fun disk into your drive, type RUN



"D:WORDFUN.BAS" and plug a joystick into joystick port one.

After you have loaded the game, you will see instructions for accessing a detailed BASIC Help file which is also on the disk. Following are a few key points from the Help file:

For each puzzle you play, the filename extender increases by one and is used as an index to keep you from repeating puzzles whenever you return to the file. Once the file is exhausted, the extender is reset to 000 and the file gets *locked*. To play the file again, unlock it using DOS menu option G.

After you've played a puzzle file, load it into a word processor to see how the file is constructed. Also note how the puzzle file names are changed on your disk. You can create your own files consisting of words, phrases, things, people and places.

IMPORTANT: *Don't* write-protect your puzzle disk. *Don't* remove the disk during a game. And by all means, no cheating! Don't read puzzle files that you haven't played.

IF YOU'D ENJOY SEEING MORE ARTICLES LIKE THIS ONE, CIRCLE 206 ON THE READER SERVICE CARD.



BY DOUGLAS SKRECKY

Dot-Hopper

Fast, easy fractal displays

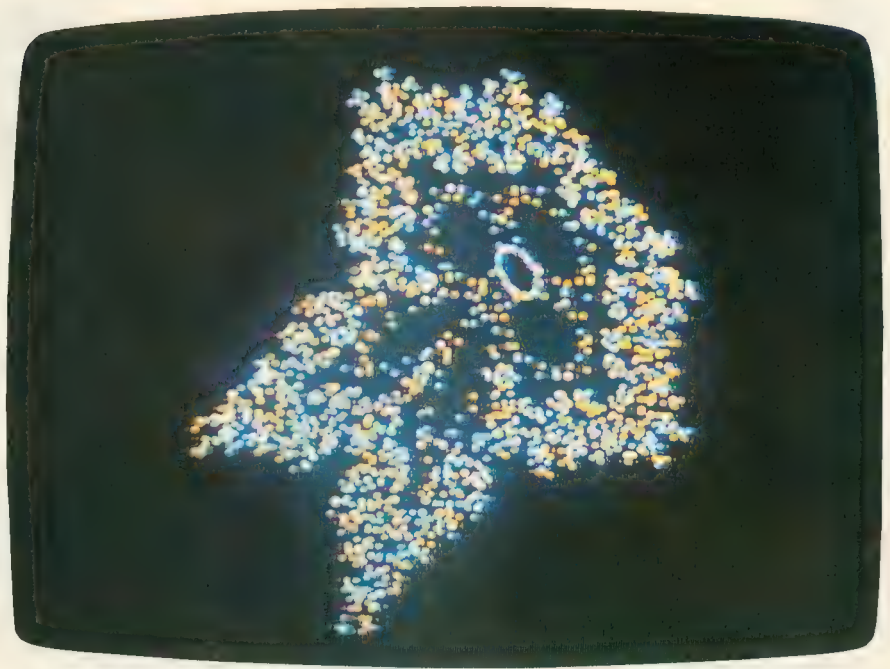
The Professor's pooch got into the cupboard again. Crash! There went the blackstrap molasses—all over the white linoleum floor. Intrigued by the sticky mess, Gerfald the flea hopped off his canine mount to investigate.

"Slurp!" A tiny white dot of linoleum appeared in the sea of mo-

*Mathematically-
inclined
fleas create
incredible
fractals*

lasses. Hopping for joy, Gerfald continued sampling his find. Because he used to be a math major at the University of Tiny Offensive Creatures, our busy gourmand hopped according to a mathematical formula. Slowly a pattern appeared as more linoleum was licked clean.

Later, while gloomily surveying the results of doggie destruction, the Professor pondered over his seemingly self-cleaning floor. With his Atari magnifying glass in hand, the astonished scientist discovered Gerfald slurping his way to fame (and obesity)—in a precise pattern. "I'm rich!" exclaimed the Professor. "Ha, ha, ha, ha!"



Help Gerfald the superintelligent flea slurp his way—in a mathematically precise pattern—through a sticky sea of molasses to create fractal pictures such as this one. Evidently Gerfald prefers the taste of the molasses splattered by the Professor's accident-prone dog to that of the dog himself—and the Prof prefers lots of money to none at all.

Dot-Hopper is a short fractal display program that places dots onscreen according to mathematical formulas which can be varied by the user. This BASIC program works on all 8-bit Atari computers of any memory size, with disk or cassette. However, your fractal pictures can only be saved to disk.

continued on next page

BY CHARLES JACKSON, ANTIC ONLINE EDITOR

Treasure Mapping the New ANTIC ONLINE

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SOFTWARE SHELF

Now you can download software from ANTIC ONLINE. Every month, our Software Shelf offers eight new or classic programs from **Antic Magazine**. About half of the Software Shelf programs are for 8-bit Atari computer models (400, 800, XL, XE). The rest of the programs are for ST computers.

Download as many programs as you like. There's no extra charge to ANTIC ONLINE users for downloading the software. Full documentation is also available online. If you're a new user, the *How To Download* selection on the Software Shelf menu provides a step-by-step explanation of how to



Enlarged detail of chess championship photo which appeared on ANTIC ONLINE.

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At the end of every month, the programs from the ANTIC ONLINE Software Shelf will be moved into the SIG*Atari data libraries for long-term availability to Atarians—and new programs will appear on ANTIC ONLINE. (Type GO SIGATARI to get to SIG*Atari from anywhere on CompuServe.)

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We want to know your opinions. Each month, our Online User Survey will ask you to comment on new products, controversial topics in the industry, and much more.

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Look for more consistent late-breaking Atari news. We've streamlined many procedures and made many technical improvements which now let ANTIC ONLINE offer significant news and timely features very quickly (usually within 24 hours).

This is because nearly all of ANTIC ONLINE's "behind-the-scenes" work

is now being done in the **Antic** offices. We can add articles virtually as soon as they're written, re-arrange menus that become cluttered and personally do everything necessary to keep ANTIC ONLINE a timely, valuable service.

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DOT-HOPPER

continued from page 43

START HOPPING

Congratulations, you were hired to help train Gerfald for flea stardom. You have six parameters to tell him how to hop, so go to it. Type in Listing 1, HOP.BAS, check it with TYPO II and SAVE a copy before you RUN it.

Press [C] to create a fractal pattern. Press [S] to SAVE the pattern to disk. Press [L] to LOAD the fractal picture back from disk. Press [ESC] to return to the menu and start again. Pressing the [SPACEBAR] once turns off the screen display and speeds up things by about 30%. Pressing it again restores the display.

You might want to experiment with Gerfald's formula on line 40. Special functions like SQR, SIN, COS, EXP and raising a variable to a power (such as A^B) slow things down a tad. In place of 1/(1+X^2), for example, try 1/(1+X*X) instead.

There are six parameters: Scale is a magnification factor that lets you zoom in or out. X0 and Y0 let you specify where you want to examine the X-Y axis. Finally A, B and C are the variables needed to generate the pattern.

This month, Antic Disk owners will find a sample fractal pattern, PIC1, which can be loaded from Dot-Hopper. PIC1 was created with these formulas:

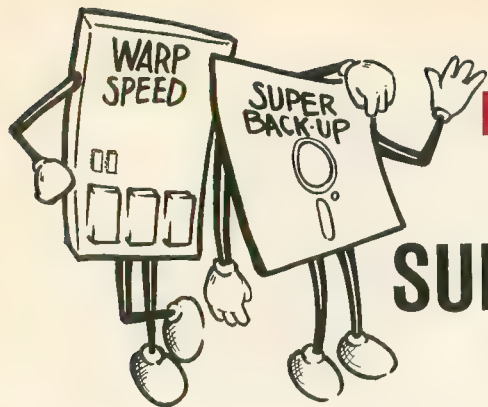
$$XX=Y+SGN(X)*(MX*X-CX) \\ Y=CY-X:X=XX$$

The parameters required to produce these patterns are also included in the Dot-Hopper program. Graphics 8 is used for maximum resolution, and the calculations are done at the start of the program listing (lines 20-60) to speed up execution.

Douglas Skrecky lives in Toronto, Canada, where he is a member of the Toronto Atari Federation users group. This is his first publication in Antic.

IF YOU'D ENJOY SEEING MORE ARTICLES LIKE THIS ONE, CIRCLE 207 ON THE READER SERVICE CARD.

Listing on page 79 



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Product Reviews

LORDS OF CONQUEST

Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404
(415) 571-7171
Requires color monitor
\$32.95, 48K disk

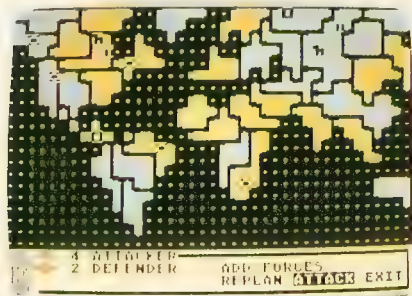
CIRCLE 250 ON READER SERVICE CARD

Reviewed by Gregg Pearlman

Lords of Conquest in some ways resembles *Risk*, the popular Parker Bros. board game. It's a game of territorial conquest, with the odds heavily in favor of the mighty—the object, obviously, is to be king of the hill (and everything around).

But *Lords* has 20 prepared maps—infinitely more, if you decide to create your own world with the map-making utility or have the computer generate one. These alternate worlds can be saved to disk. Also, the nine difficulty grades within each of four gameplay levels (beginner, intermediate, etc.) plus a choice of one to four players gives you 144 options.

The more complex the game is, the



more resources are available to you. Beginners have gold and horses, while experts have these plus iron, coal, timber and boats. Each game has four or five annual phases, starting with Development (after the first year) for investing in new resources or building cities. Production is where your resource-laden territories produce wealth.

In Trading (for multiple-player games only), you do your best to talk your opponent(s) into a false sense of

security and then do a double-cross at the first opportunity. Shipment lets you move resources to a better location. Conquest, the battle phase, is your chance to wantonly assault neighboring territories in an effort to plunder their resources. This last, naturally, is the most fun.

Battles between territories are based on the number of supporting territories and forces (weapons, horses, boats and cities) on each side. In other words, if one of your territories is surrounded on all sides, you have little chance of mounting a successful attack on a neighbor.

The odds are tilted by "force points," which vary depending on whether you're attacking or defending. Each territory gains points for adjacent territories under the same leader, for cities, horses, weapons and boats. The game continues until one player has developed and successfully defended three cities at the end of a year.

Each *Conquest* round has two attacks per side, but if the first is repulsed, the turn ends. If you win an attack, you confiscate whatever is there—horses, gold, even the enemy's stockpile.

Lords of Conquest is relatively straightforward and easy to play (though not easy to win), but it does have some unattractive features. Booting takes several minutes plus forever—one could prepare an entire frozen microwave meal and be comfortably seated and eating by the time the game is ready to play.

Also, making the map itself requires the joystick to move the cursor, but the program isn't "joystick-friendly"—it's difficult to move the cursor only one space. And once you've achieved the satisfaction of making your map, be prepared for disappointment. There's no guarantee that the *Lords* program will even load your map. It might give you an excuse such as "too complex" or "needs multiple players" for no apparent reason, or it might not even find the file.

Waiting for *Lords* to reboot at the start of each game is annoying. The obligatory "musical tribute" showered on the winner is more punishment than praise. And, in that vein, thank goodness for the sound on/off toggle because you can speed up the game considerably by turning off the in-game music.

Lords of Conquest is not likely to hold your interest for hours on end unless you're a rabid *Risk* player. But it is fun in many ways and this isn't negated by the game's few quirks.

TRIPLE PACK

Access Software
2561 South 1560 West
Woods Cross, UT 84087
(800) 824-2549—National
(801) 298-9077—Utah
\$19.95, 48K disk

CIRCLE 211 ON READER SERVICE CARD

Reviewed by Gregg Pearlman

This package is an inexpensive reissue of three multi-screen action games—**Beach-Head**, **Raid over Moscow** and **Beach-Head II**. Graphics and



sound are good, and fans of arcade-style combat games will find hours of enjoyment

Beach-Head's six sequences begin with aerial reconnaissance and the navigation of your ships through a hidden passage. In the first battle phase, you'll man your anti-aircraft guns to rid the air of enemy fighters before they blow your ships apart. It's difficult to get a fix on the individual planes as they pass overhead, but the

continued on next page

Product Reviews

display is spectacular when you score a hit. If you neutralize the aircraft, you go to battle against enemy ships. The joystick controls the aiming angle of your guns and an onscreen gauge tells you how far off-target your shells are hitting.

Each of your ships carries two tanks, with which you must fight your way through the island defense systems to reach the fortress of Kuhn-Lin. This is probably as far as most players will get, because the enemy is prepared to pick off your tanks in rapid succession. Without question, it will take you several tries—and a number of lost tanks—to destroy the fortress.

In the final battle sequence, you must land 10 shells in the fortress to destroy it. There are 10 targets, but only one is vulnerable at a time. However, the enemy's cannon never misses, so this won't be a picnic.

Beach-Head II gives another day in the sun to The Dictator—whom you evidently defeated in Beach-Head. Players can assume the role of either The Dictator or J.P. Stryker, youngest man ever to make Allied Chief Commander. Beach-Head II has three levels each, for one-player or two-player games.

The attack sequence sees the Allied forces attempting to get as many paratroopers as possible over the enemy's walls. Enemy gunfire is the main setback to this. Disconcertingly, when a paratrooper is hit you'll hear his death scream.

In the rescue sequence, the Allies have already captured The Dictator's machine gun, with which they try to protect and rescue hostages. In the escape sequence, the rescued hostages must be taken off the island. In the last (and most enjoyable) sequence, battle, Stryker has tracked down The Dictator to an ancient underground temple. The two adversaries stand on platforms separated by an underground river and throw sharpened sticks at each other. This phase lasts nine rounds, and the first player in each round to record four hits wins

that round. The combatants occasionally hurl taunts like "Lucky shot" or "Evil never wins."

In *Raid over Moscow*, the third game, it's hard enough just to get off the ground. Attempting to stop a nuclear attack, you must first launch your fighter pilots out of the U.S. Space Station. Good luck. Because each plane is in a semi-weightless condition, your only control lies in three thrusters and the main engine. After the plane lifts off, you must make it turn and move toward the hangar door. Then you have to open the door. If you can actually get a plane outside the door, you've won half the battle. Now you can start *playing* the game.

You can either take more planes with you, so that you don't have to go back for more if the first plane is destroyed, or fly through enemy territory to attack the missile silos. You can fly low to avoid the radar, but this gives Soviet defense a better chance to shoot you down. Watch out for heat-seeking missiles, which sneak up from behind. If you fly low, they'll go right over you, and you can get *them* from behind. You win if you manage to destroy all the silos.

Each game has an instruction booklet, but they're written for Commodore owners, so be careful. For instance, in *Raid over Moscow*, you're asked to plug the joystick into port 2. Don't.

CARDIAC ARREST!

Mad Scientist Software
2063 North 820 West
Pleasant Grove, UT 84062
(801) 785-3028
Requires 48K disk and BASIC
\$69

CIRCLE 201 ON READER SERVICE CARD

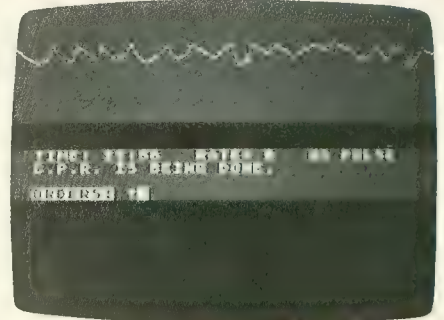
Reviewed by Eric Clausen

You're having trouble starting an IV, so you might need to administer drugs endotracheally. Either way, how

much do you give the patient? How often? Which drug? What other medications does the person take? Don't forget that correctly prioritizing your treatments can make a big difference in successfully treating your heart attack patient.

Physicians, medical students, nurses and paramedics should find **Cardiac Arrest!** fascinating, useful and an invaluable study aid in Advanced Cardiac Life Support (ACLS). This software by Dr. Bruce Argyle of Utah shows off the capabilities of the 8-bit Atari as a serious educational computer.

The Cardiac Arrest! simulator draws on 45 patients (including children), each of whom get different traits in various run-throughs. You're given a



random patient with history and EKG. The program updates the EKG as it changes in response to your treatment. If ordered, the computer will provide blood gas and electrolyte data—after a suitable amount of time, to simulate real life.

The simulator lets you follow your patient to the end of treatment and then provides a comprehensive critique of your performance. Once you've killed a few simulated patients, you really begin to appreciate and pay close attention to these valuable assessments. You can even recall a patient you've just lost, or just go on to another random case (or to a specific case which you can select).

The Cardiac Arrest! simulator is impressive and amazingly complete. And even if you don't have special knowledge of pharmacology and critical coronary care, the down-to-earth,

Product Reviews

information-packed manual will make it possible for you to enjoy this software as a kind of interactive medical experience. The manual explains the technical terms and medical treatments recognized by the program.

Cardiac Arrest! has a series of optional teaching disks that present and drill basic concepts in dramatic, immediate format. For example, the \$29 EKG (Electrocardiogram) Teaching Disk graphically demonstrates what different types of EKG display patterns look like. Because different cardiac problems are indicated by subtle EKG changes, it's important to be able to distinguish these details.

The Protocol Learning Disk (\$29) presents a random patient, a medical history and EKG, from which you're expected to prudently administer drugs, start an IV, defibrillate, intubate, etc. The parser recognizes most common medical terms and their abbreviations, although only one order per line is permitted. After each order, this module tells you whether or not you've acted according to the latest ACLS guidelines. It's not a true simulator, but it does provide immediate feedback regarding your performance and prepares you for simulator module—Cardiac Arrest!

The ACLS SelfTeaching Quiz Disk (\$19) stresses airway management, IV techniques, cardiac drugs and basic life support. Other software from Mad Scientist Software is: Blood Gases, \$24; Bulletin Board, \$14; Demo Disk, \$7; Hospital Teaching Package, \$249; Hard Disk Version, \$199; Personal ACLS Learning Package, \$109.

I'd advise any student involved with an aspect of this material to buy this program immediately. Any school teaching relevant material should buy some Atari systems and this software.

As the manual says, "This is not a program for kiddies. The patients are real patients; the drugs are real drugs. Proper use of drugs and procedures will save a life—inappropriate use of a drug or therapy may kill a patient. With the help of the manual and some

practice, a person who knows nothing about medicine can soon begin to save lives. The more difficult patients would present a challenge to the emergency specialist."

GOLDEN OLDIES

Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404
(415) 572-ARTS
\$29.95, 48K disk

CIRCLE 256 ON READER SERVICE CARD

Reviewed by Gregg Pearlman

HOW DO YOU DO? PLEASE TELL ME YOUR PROBLEM.

My heart aches and a drowsy numbness pains my sense as though of hemlock I had drunk. What can I do? ARE SUCH QUESTIONS MUCH ON YOUR MIND?

I do not wish such questions to be much on my mind.

WHY DO YOU BRING UP YOUR MIND?

You brought up my mind.

DOES THAT SUGGEST ANYTHING ELSE THAT BELONGS TO YOU?

Chicken hats.

CAN YOU ELABORATE ON THAT? I'm able to elaborate, but not permitted.

HOW LONG HAVE YOU BEEN ABLE TO ELABORATE?

I have always been able to elaborate.

CAN YOU THINK OF A SPECIFIC EXAMPLE?

Yes.

I UNDERSTAND.

Thank you.

OH, I?

What?

EARLIER YOU MENTIONED YOUR PROBLEM.

Earlier you mentioned chicken hats. Now we're even.

OH, I MENTIONED CHICKEN HATS? Chicken hats apparently are your problem.

WE WERE DISCUSSING YOU, NOT ME.

Were we?

EARLIER YOU MENTIONED YOUR

MIND.

Earlier you mentioned chicken hats. See? I've run rings around you logically.

OH, I MENTIONED CHICKEN HATS?

Are your memories stirred? That, of course, is the transcript of a conversation with Eliza, the computer version of Dr. Ruth. Eliza, Pong, Adventure and Life constitute Software Country's **Golden Oldies** package, distributed by Electronic Arts, which also includes a 28-page booklet covering the histories of those games and excerpts from such books as Tracy Kidder's *The Soul of a New Machine* and Steven Levy's *Hackers, Heroes of the Computer Revolution*.

The games are as they've always been. Pong, played with either joystick, paddles or the keyboard, has two versions, Original Pong and Software Country Pong. The differences are screen color and options to adjust the speed and set the winning score as high as you want. Both versions play the same, but the cursor seems to be easier to control with the keyboard or paddles than with the joystick.

Pong is easy to win once you get the timing down. The computer plays a predictable game. Your mistakes, not the computer's brilliance, will get you into trouble.

Life is a fairly pointless endeavor in which patterns of "cells" change shape with each succeeding "generation." Its attractive feature is that ever-changing screen, yielding a huge amount of patterns. Software Country gives several display choices, including gliders and glider-guns, "R-pentominoes" and kaleidoscopes. And you can enter your own populations or have random populations generated.

Adventure is the original text adventure game. The familiar beginning goes, "You are in a clearing with a building to the west and a stream to the north." You must find magic objects as you weave through labyrinths

continued on page 51

START

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Summer 1986

Volume 1 Number 1

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Product Reviews

and fend off trolls. By today's Info-com standards, its scope is limited. But in the late '70s, Adventure was considered very innovative.

Eliza probably merits the most elaboration, although it can't actually help you with your personal problems. (In fact, the Golden Oldies booklet contains this disclaimer: "REMEMBER: The ELIZA program is not a 'computer psychiatrist.' It is not intended to provide psychiatric treatment or medical benefit of any kind.") Eliza's purpose is to show how the computer will respond to your input. Eliza has a little trouble with English syntax and takes everything literally. (Do you have any eels? YES, I HAVE ANY EELS.)

Those who have "consulted" Eliza in the past know how frustrating the experience can be. Get a direct answer to a question? Never. But then, of course, the whole process is not to be taken seriously. Eliza has a few dozen stock responses (if that many) and is fairly predictable. Half the fun of consulting Eliza is seeing if you can lock up the computer with your answers.

The Golden Oldies package is fun. There is endless entertainment to be found with Eliza, and Pong is still a good arcade game. Life and Adventure have a fairly limited appeal, but where else will you find them?

WARGAME CONSTRUCTION SET

Strategic Simulations Inc.
1046 N. Rengstorff Avenue
Mountain View, CA 94043
(415) 964-1353
\$29.95, 48K disk

CIRCLE 202 ON READER SERVICE CARD

Reviewed by Rich Moore

SSI's **Wargame Construction Set** (WGCS) gives wargamers and adventurers a terrific tool for creating virtually any scenario. You can set up and play out conflicts ranging from individual hand-to-hand skirmishes to

extended campaigns between great forces. Background scenarios and force laydowns depend on your research ability—or your imagination. You can build real, modified or idealized worlds, then populate them with armies of "grunts" and tanks, starship troopers and space battle stations, dwarves and dragons or whatever you want.

The Wargame Construction Set comes with a Game module to run either your original scenarios or one of eight situations already set up for play. With the Editor module, you can build a game from scratch or modify existing games—including any saved games.

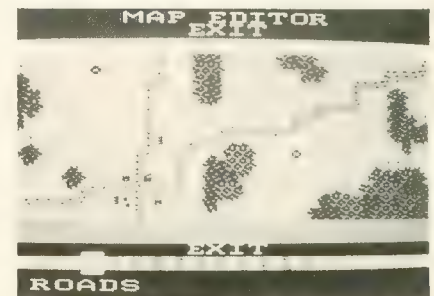
Even if you have some experience with Roger Damon's popular SSI games (Nam, Field of Fire, Panzer Grenadier), it would be a good idea to run one of the WGCS "canned" games to refresh yourself with the play sequence since it *is* a factor in the game design. (By the way,—the scenarios in Nam are *not* compatible with the WGCS although they're close.) The preset scenarios include one-on-one, small unit, brigade and division-level forces in conflicts ranging from the 12th century to the 22nd. They provide good insights into game design.

The "blank" map is a 61×59 grid. You set the scale, be it 10 meters or 1,000 kilometers—you'll know right away if you pick an inappropriate scale. A joystick is used to draw the map by "picking up" terrain features from a window and then depositing them on the smooth-scrolling screen. Terrain types include clear land, hills, crests, a variety of forests, rivers, river banks, open water, roads, bridges, "blown" bridges, minefields and several types of buildings.

"Line of sight" restrictions and level of protective cover are built into the different types of terrain. Engineering units can alter terrain during play by repairing blown bridges and clearing minefields. Once a map is drawn, the colors of the features can be changed


to suit the scenario better. You can also print an ASCII character representation of the map.

Games can be set up for one or two players. Each side can have up to 31 units, representing anything from individuals to armies, navies or air wings. The designer has full control over the offensive, defensive, weapon,



movement and strength properties of the forces. You can give units armor, the ability to "dig in," and anti-armor capability. Units can be any of nine different types to further modify their basic properties. Once created, a unit can be "cloned" to rapidly build up a host of similar forces. There are 78 icons available for visual representation of the units on the map; *any* icon can be assigned to any unit. Enemy units in solitaire games have various levels of aggression to ensure that they will engage—or remain defensive. Artillery can be included in a game to represent great but imprecise firepower.

The manual is clear and concise, covering a multitude of design and play factors to consider when building a wargame or adventure. The reference card on the back cover is helpful, but it would have been nice to also have pictures of all the icons for the units and terrain types.

The Wargame Construction Set is a great tool for game development and play. Individuals and groups can create scenarios for themselves and share their work with others. I'd like to see SSI or an independent users group form an exchange for scenarios built with WGCS and a central meeting point for people interested in constructing games. 

New Products

New Products notices are compiled by the Antic staff from information provided by the products' manufacturers. Antic welcomes such submissions, but assumes no responsibility for the accuracy of these notices or the performance of the products listed.

ZORK TRILOGY

(text adventure)

Infocom, Inc.

125 CambridgePark Drive

Cambridge, MA 02140

(617) 492-6000

\$59.95, 48K disk

For the first time, all three stories in the **Zork Trilogy** are together in one package at a savings of almost 50% off the individual purchase price. The Zork Trilogy takes place in a vast underground labyrinth—the remnants of the Great Underground Empire. Zork I takes you into this fabulous land in search of its incomparable treasures. Zork II sends you on a journey to a long-hidden region of the empire, dominated by the frivolous Wizard of Frobozz—who pops up from time to time for the express purpose of annoying you. Zork III draws you into the deepest and most mysterious regions of the empire and features encounters with Dimwit Flathead and the Dungeon Master.

CIRCLE 221 ON READER SERVICE CARD

PRINTER CONNECTION

(printer interface)

ICD, Inc.

1220 Rock Street

Rockford, IL 61101-1437

(815) 968-2228

\$59.95

The **Printer Connection** is a high-quality printer interface on a 10-foot cable. It fully supports Atari graphics, using the same custom chip as the \$89.95 P:R: Connection. It is an inexpensive way to use the same printer with both XL/XE and ST computers. (Atari 1200XL computers require an internal modification.)

ICD's industry-standard six-foot **Modem Cable** (\$14.95) connects standard 25-pin modems to the P:R: Connection or 850 interface, and the **Printer Cable** (\$14.95) does the same thing with parallel printers.

CIRCLE 217 ON READER SERVICE CARD

BOP 'N WRESTLE, INFILTRATOR, TRAILBLAZER

(action software)

Mindscape Inc.

3444 Dundee Road

Northbrook, IL 60062

(312) 480-7667

\$29.95 each, 48K disk

Enter the ring with the meanest, grungiest pro wrestlers ever built. In **Bop 'N Wrestle** you'll use the joystick or keyboard to chew up and spit out such opponents as Molotov Mike and L.A. Bob as you claw your way to the top.



Infiltrator sends you in your helicopter through enemy airspace toward strategic targets designed to destroy the Mad Leader's military force. This animated graphic adventure combines realistic helicopter flight simulation with exciting military ground action.

Trailblazer offers a series of soccer ball races through hyperspace networks of changing color grids. One or two players race through the 20 fixed courses on a split screen or travel through a random course.

CIRCLE 219 ON READER SERVICE CARD

WHITE BAG SOFTWARE

(entertainment software)

TK Computer Products

P.O. Box 9617

Downers Grove, IL 60515

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MAY 1987

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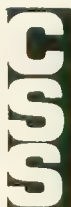


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ANTIC TOWERS

An 8-bit classic comes to ST

Program by PAUL PRATT and STEVE EVERMAN

Article by PATRICK BASS, Antic ST Program Editor

We all tend to think video games have been around five, maybe ten years at the most. This month, Antic's ST Resource presents a videogame which was first written about 4,000 years ago.

EVE'S APPLE?

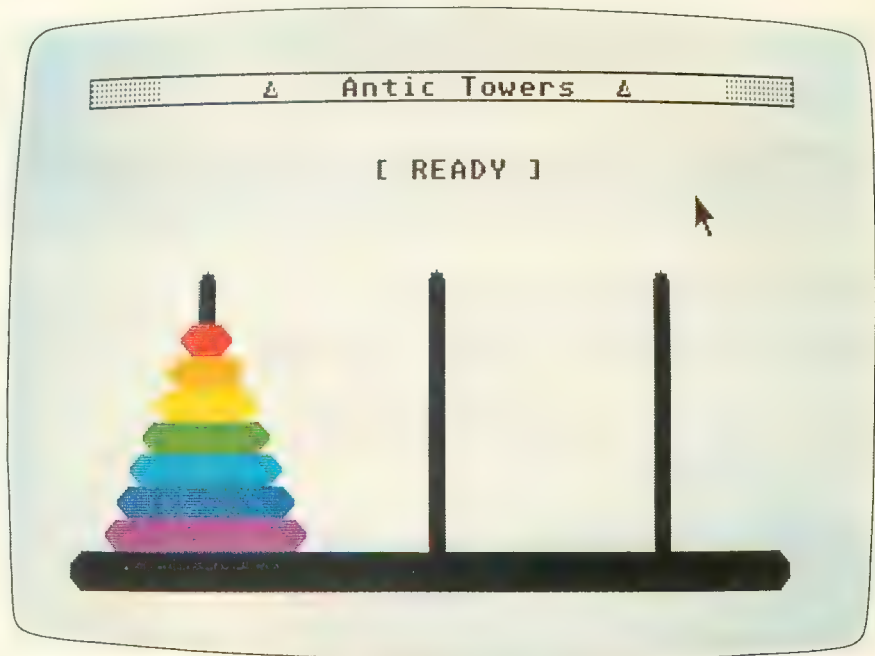
No, it wasn't written on the legendary Apple 0.5, or even the rumored Atari Model 1. If anything, it was written (in disk format, of course,) on a early CLAY-0 computer, and has been used by educators for many thousands of years as a test of a person's reasoning ability. Believe it or not, you've probably played this game many times under another name.

Originally, the game was called the Towers of Hamurrabi, and more recently, the Towers of Hanoi. For our super version in the ST Resource we decided to call our program Antic Towers, to coincide with us moving to our new, expanded building near the heart of downtown San Francisco.

The object of the game is to transfer however many disks you start with from the left pole over to another pole in the least number of moves. Sounds easy, right? However, you *can't* place a larger disk on top of a smaller disk. Now it gets harder.

VAYA CON DIABLO

Harder? It starts out easily enough, but the devilish part of this game is that the complexity of the game in-



Antic Towers is an Atari ST BASIC version of a popular 4,000-year old brain-twister. As you keep adding disks to move, the game's complexity increases exponentially.

creases exponentially with the number of disks to move. This means the least number of moves required to complete the game will be the number of disks raised to its power of 2, (minus one). Sound complicated? It's not really. Here's a list of the minimum number of moves needed to complete each level.

DISKS:	MOVES
1	1
2	3
3	7
4	15

5	31
6	63
7	127

So you can see that with seven disks, the least number of moves you could finish the puzzle in is 127. And if you get confused, the number grows upward from there. Plan to stay all day!

TYPING IT IN

Carefully type in Listing 1, TOWERS.BAS, using either the editor

continued on page 59

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HOW TO WIN We are looking for the most powerful, versatile, easy-to-operate programs that perform useful jobs in the real world. The more uses for your software, the better. For example, a stuffed-animal database for taxidermists would probably be considered too specialized by the magazine's judges—no matter how excellently it is programmed.

The winning software must be user-friendly, most likely menu-driven wherever possible. Users should not need programming knowledge in order to successfully operate the application programs.

Please note that some of the other popular Atari program categories—such as utility routines that add power when inserted into your own programs—cannot properly be considered applications. Practical application programs should be complete, stand-alone software that does an entire user-controlled job from start to finish. For example, a drawing or painting program would be a practical application—a colorful graphics demo would not!

TECHNICAL RULES Programs must run on the Atari 800, 800XL and 65XE models and require no

more than 48K memory. However, programs that *also* take advantage of the extra memory in the 130XE will be given preference.

Programs must be written in standard renumberable Atari BASIC or MAC/65 assembly language, under a disk operating system compatible with Atari DOS 2 or 2.5. Program listings cannot be larger than 150 sectors of a single-density disk.

Thorough error-trapping is very important. Your program should not crash every time a user accidentally presses the wrong key. And please do not include authors' copyright statements in your listing.

JUNE 15, 1987 All entries in the Antic 8-Bit Practical Applications Competition must be received by June 15, 1987. Winners will be announced in the November, 1987 issue of Antic. Judges' decisions are final.

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Antic Magazine
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All 8-bit practical application programs accepted for publication by Antic between November 1, 1986 and June 15, 1987 will also be automatically evaluated as potential prizewinners in the contest.

built into ST BASIC or your favorite word processor. If you use a word processor, make sure the file is saved in ASCII format, which basically means making sure WP mode is turned off in 1stWord, or selecting the proper menu selection from

It starts out easily enough, but the devilish part of this game is the complexity of the game increases exponentially with the number of disks to move. Now it gets harder.

WordWriter. (See the January 1986 Antic for more information on using a word processor to type in ST BASIC listings.) When you finish, run TYPO ST and generate the TYPO Table for TOWERS.BAS. Check each line entry. If one of the checksums doesn't match, recheck that particular line again. Antic Disk Owners: TOWERS.BAS is on SIDE B of the Antic Monthly disk. Follow the ST Help file instructions to transfer the program from your 8-bit disk to your ST.

PROGRAM BREAKDOWN

TOWERS.BAS is a straightforward BASIC program which includes some interesting GEM tricks performed within an ST BASIC environment. While it will run and operate in any resolution, it likes LO-RES best, and will encourage you to use it. LO-RES brings out the best colors in the game by far. Now, let's examine the program in detail.

Lines 1000-1050 are comments, signified by the leading single-quote. Lines 1060-1300 set the program up, and clear the screen graphically. The

routine MAIN is where the program spends most of its time. First, get the current state and position of the mouse from the GET.MOUSE call. Next, determine if we're picking a disk up, or placing one down. If placing one down, check for the end of the game, and when the end is reached (by moving the disks successfully), fall through and END the game. The subroutine PULL/PULL.UP will extract a disk from a pole, and DOWN/PUT.DOWN will place the disk back down on a pole. Below that, between lines 2230 and 2370, NEW.GAME refreshes the ST and readies it for another round.

CALL FOR PHILLIP VDI

Examine the subroutine VRO.COPY-FORM. This subroutine calls a GEM VDI function which will move a picture around the screen by using "bit-block" transfer, which is more commonly known as blitting. This function is built into every ST computer. You need to specify the upper-left corner coordinates, along with the width and height of the block to blit, and where to move it to. When the call is made, the block magically moves. (You'll see this feature used extensively in an upcoming version of "Kaboom" which Pratt and Everman are writing for us.)

Check out the subroutine REVERSE. Have you needed to PRINT to the screen in reverse video? This one does it for you. It actually makes a call to GEM VDI to set the writing mode to reverse. Below that, the routine POLYLINE duplicates the GEM VDI call v_pline(), which will draw line segments from point to point very, very quickly. Here, it's used to erase the borders around the perimeter of the screen.

INTO THE FUTURE

A 4000-year-old game? Yes. We ran it to show just how incredibly compatible the ST series computer is with software created before its time. Well, that's stretching things a bit, but it's certainly easier coding a game from 4000 years ago than one from 4000 years in the future!

Listing on page 85

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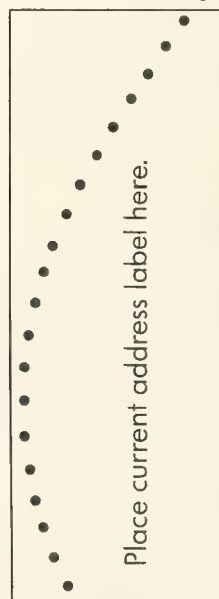
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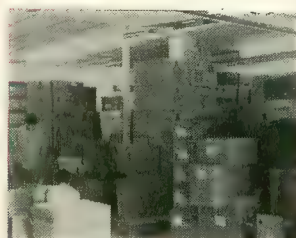
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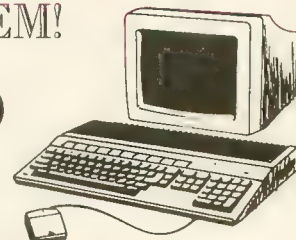
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ST PRODUCT NEWS

ST Reviews

EXODUS

Ultima III

Origin Systems Inc.
340 Harvey Road
Manchester, NH 03103
\$60.00

CIRCLE 246 ON READER SERVICE CARD

Reviewed by Sol Guber

My side still hurts from where the Goblin got me last night. I don't know why clerics need to fight. I should just stay in the background and let Los, our leader, fight, or Rebec, the barbarian. They're the ones with all of the strength, and the good weapons. That's all we spent our money on, weapons and armor, but I need to buy good spell books to protect our party. I even have to protect Gabe, the Bobbit. I don't know why Los wants him in our party, even though they make the best thieves. I just don't like Bobbits and don't know why. It must be all that hair.

I still don't know why I came along. Fame? Glory? Ah, I remember—to save the world. Clambering around in dark dungeons is not for a clever, studious elf like me. I even get seasick on little lakes, much less going across the ocean. I just want to stay in a nice town. I want to learn more spells and become powerful. I don't care for gold or jewels, and I don't want to spend all of my time in pubs like Los does, but what do you expect from humans? They just want to eat and

drink and have a good time. No sense of the future. On the other hand, between Los and Rebec and Gabe, we have lots of skills, and we sure fight well together. On the third hand, I hate spiders and gelatinous cubes even more than I hate ogres and goblins. Maybe Bobbits aren't so bad.

Playing *Exodus, Ultima III*, one of the premier adventure games, is not quite this detailed. You do need to throw yourself into the spirit of the game (as much as I did, above) and it will take you many, many hours to solve the game and rescue the world. To do this you gather a party of four adventurers (Four Samurai? The Magnificent Four?) and explore the land of Sosaria. As with many Dungeons & Dragons-type games, you can define the characteristics of the various characters, building their individual strengths to make them into a balanced, powerful party.

Exodus—Ultima III for the ST is quite similar to the Atari 8-bit version. The graphics are nicer and more detailed, and the action is a great deal faster. However, there are signs this may have been a quick "port" over to the ST. There is still a great deal of disk access in this version, especially when you move around the various towns and speak to the various people. It makes good use of the mouse, but the combination of the mouse and keyboard commands makes for a slightly cumbersome interface. Also, the communications between the players and the towns-

people, when you need to purchase something, are somewhat awkward. I had hoped for dialog boxes and graphics which would make things a little better.

Should you buy the ST version of *Ultima III*? If you have a version of *Ultima III* for your 8-bit, I wouldn't recommend upgrading to this version. The documentation is roughly the same, except for an included pamphlet on the ST version. The graphics are nicer and the monsters, not surprisingly, have finer resolution. If you don't have *Ultima III*, then you will not be disappointed with this version. It has all of the fine trademarks of the *Ultima* series and Lord British's work.

ROGUE

Epyx Inc.
1043 Kiel Court
Sunnyvale, CA 94089
(408) 745-0700
\$39.95

Reviewed by Jonathan Huston

You begin as a novice warrior. In the north wall of a large room is a door, and on the ground before it is some type of stick. You move over to the stick and it turns out to be a brass wand. It appears in your pack. You walk through the door and in the next room is a hobgoblin and a pot of gold. Reaching into your pack, you grab your bow, draw an arrow, loose it at the hobgoblin. It hits. But the hob-

continued on page 65



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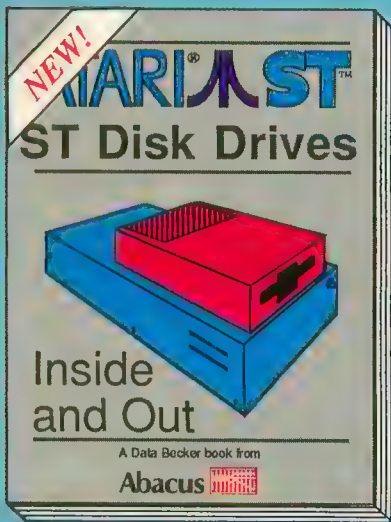
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The Atari Journal, Nov. '86

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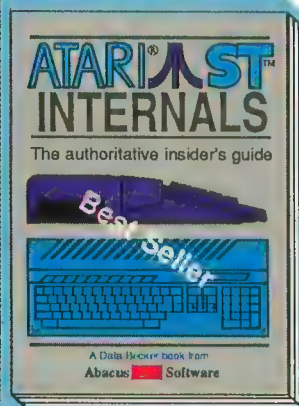
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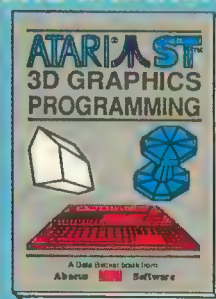
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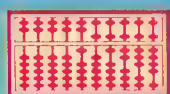
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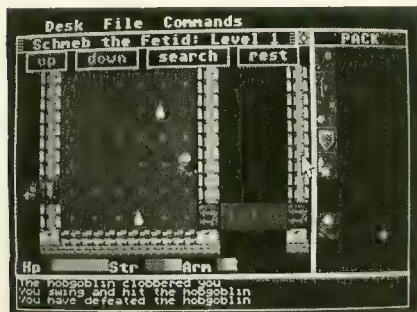
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goblin, seemingly unaffected, moves towards you. Another arrow misses. The hobgoblin has almost reached you. The next arrow finds its mark and the hobgoblin dies. You have now achieved the rank of Guild Novice. The 32 pieces of gold you found bring your total funds to 133. You are on your way to rescue the Amulet of Yendor and enter the Hall of Fame.

In the early days of computers, **Rogue** was originally designed and played on mainframes. It was the first character-in-a-dungeon game, just as *Adventure* was the first text adventure game.

The striking feature of Epyx's new ST version of **Rogue** is its clear, almost 3-D graphics. It loads in low resolution with extremely colorful icons. As you go deeper into the dungeon, every monster and object is just as colorful and comes complete with



shadows. Only after some play will you notice the complete lack of sound effects, not even an occasional ding. By then, though, you'll be drawn into the game by its visual effects and discover how playable it is, so the absence of sound won't matter.

Despite the striking visual effects, **Rogue** is not a video arcade game, but a fantasy role-playing strategy game. The rooms and passages are divided into squares, and movement from one square to another takes one "turn." So do other actions such as drinking a potion, drawing a sword, or reading a scroll.

At first, **Rogue** is so easy that you could easily find yourself venturing

down to the dungeon's sixth or seventh level on your first game. But after several hours, you begin to understand the subtle range of difficulties as you repeatedly get done in by centaurs and trolls on the lower levels.

The game stays interesting every time you play, because something new happens. There is no mapping necessary because each level is always different and a map of the current level is displayed on the screen.

Objects you can pick up include armor, weapons, scrolls, potions, rings and wands. There are more than 20 of each item, and in every game I usually find some item I haven't seen before—even after about 150 hours of play.

There are also 26 different types of monsters. New ones appear as you descend further down into the 26-level dungeon. Though I may have currently burned myself out on the game, I still feel that I could get back to playing it again in a few months. That, of course, is one of the advantages of fantasy role-playing games. Unlike an adventure game, there is more than one possible solution.

Rogue does have a few irksome features. After clicking on **ROGUE.PR**G, it takes about 20 seconds to get to the screen where it asks you to enter the character's name, and then another 15 seconds before it actually starts. Once you begin playing, however, the game doesn't access the drive again until you die, when it saves your score to disk.

Another irritation is **Save Game**. When you reload **Rogue** to continue your game, it will load the saved file and put your game back. But it immediately deletes the saved game file from disk. Thus you are prevented from saving your game at a certain point, dying later and going back to your previous saved game. There are ways to get around this, but it's still annoying.

Yet after you finally return to the surface with the fabled Amulet and

sell off the accumulated items, it will have been worth it. The only sad note is that the game is over. But then, you can always beat your last score, right?

Rogue is copy-protected but loads fine on double-sided disk drives. Oh yes, my character, Conehead, won with a total score of 18,361 gold pieces. See you in the dungeon.

TEMPLE OF APSHAI TRILOGY

Epyx Inc.
1043 Kiel Court
Sunnyvale, CA 94089
(408) 745-0700
\$39.95

CIRCLE 003 ON READER SERVICE CARD

Reviewed by Gregg Pearlman

Epyx has dressed up its **Temple of Apschai Trilogy** for the ST. But that's really all it is: dressed up. While those who enjoyed this best-selling fantasy role-playing game on the 8-bit Atari will certainly enjoy it on the ST, the question is whether or not they'll enjoy it more than before.

Temple of Apschai isn't significantly better on the ST than on the 8-bit. The main improvement lies in the graphics. The ST version is visually more colorful and cleaner than its forebearer. In the older version, your weapon could completely miss an opponent, and yet you might still register a kill. In the ST game, there's no doubt about the weapon finding its mark. The sound effects are also impressive, especially the theme song that plays over the title screen.

The new version makes use of the GEM interface, but the player constantly has to switch between the drop-down menus and the keyboard. You can't just click on things you want to change and enter new values. The mouse cursor goes to the end, not the beginning, of each line, and pressing [RETURN] doesn't seem to do anything. To make changes, you must

continued on next page

backspace—once for each letter or number, because holding down the [BACKSPACE] key won't put the cursor at the beginning.

Character movement is also more difficult with the mouse. One click establishes the direction, and another click moves the character to the location of the cursor arrow. But the mouse cursor is temperamental, and must be cajoled into doing what you want. While in the 8-bit version you can hold down the [A]ttack key and rain several blows on your opponent, the ST won't allow this with the mouse, so your mortality rate will be higher in the new version.

One problem with this type of game is that it takes quite a while to establish a character—but the character could die before you settle back in your chair. With the Create Character option, the computer randomly generates the character's attributes and purse size. You won't be rich enough at first to afford good equipment, and this makes it tough to survive for more than a few minutes.

To avoid this, use Enter Character. Go ahead, give yourself the maximum personal characteristics and scads of money. The fun is in *playing* the game, not in thrusting poor, weak characters into the Temple like marshmallows into a fire. Plenty of other challenges are still left. There are always secret doors through which to pass into a hitherto unexplored area. But you might take three days plus forever to find those doors.

Once your character is established, you need to buy armor and weapons. This would be fine if you didn't have to haggle with the Innkeeper, which can easily take 15 minutes. But after you leave the Inn, the realms you'll explore are the Temple, the Upper Reaches and the Curse of Ra. Each has four levels, and perseverance will push you through 568 rooms and into the waiting arms—and possibly jaws—of the foul things that dwell there.

The screen alerts you to the presence of these nasties with the preface, "Oh, no," as in "Oh, no! Antman," or "Oh, no! Bugs," or even "Oh, no! Housewife!" While you might think this is the Mr. Bill Show, bear in mind that this is a game with a sense of humor. The horrid, fetid beasts you'll meet include giant leeches, zombies, monks (varieties include drunk, asleep, angry and vampire), criosphinxes, field mice, cats, dogs and chickens—none of whom appear without that "Oh, no!"

The Temple of Apshai Trilogy is essentially an enjoyable game, among the most popular of its genre. Many of the elements are interesting and imaginative. Apshai probably should have actually been souped up a bit more for the ST, though, instead of just looking that way.

PERSONAL MONEY MANAGER

MichTron Inc.
576 South Telegraph
Pontiac, MI 48053
(313) 334-5700
\$49.95

CIRCLE 280 ON READER SERVICE CARD

Reviewed by Jim Pierson-Perry

Personal Money Manager (PMM) is a well-designed application program for maintaining personal financial records and preparing summary reports. Its strengths are in tracking cash-flow transactions between income, savings and expenses to show your spending habits. With this data, you can develop an accurate budget and monitor your actual expenses against it. Fixed assets (house, cars) and long-term liabilities (mortgage, loans) are not considered, which precludes net worth determinations. The program runs under GEM and supports both medium- and high-resolution screen output (low resolution causes abnormal screen formatting).

The heart of the program is a group of accounts which you set up when you first run PMM. These can be either assets (savings, checking, cash, credit cards) or expenses (income, monthly expenses). The number and nature of these accounts are left for you to customize for your own needs. PMM can handle 999 accounts, but few people will need more than 30. Transaction data is entered and stored on a monthly basis, and a separate data file is automatically created for each new month of data. The program automatically creates and maintains by backup files.

Transactions are entered as two parts (standard double-entry bookkeeping), reflecting the account for the source of the funds and the account to which they go (for example, checking to mortgage payment). Automatic splitting can be set up where funds from one source account are divided across up to eight destination accounts. This is useful for such cases as payment of several fixed monthly bills from a single paycheck.

PMM works with up to a year's worth of financial transactions at a time. For each new year, copy the program and resource files to a newly formatted data disk. When you first run the program, you'll create the accounts file and enter their estimated yearly budget on a month-by-month basis. You can begin using PMM at any time during a year, but only a year's worth of data can be accessed on a single disk.

Three families of program options are available as drop-down menus: File, Process and Reports. File options are utility routines, such as changing the current month for entering/editing transaction data, saving data to disk and exiting the program. Process options handle data input and editing. These routines include initial accounts and budget set-up, entry and review of transaction data, and establishment of automatic splitting. The Reports options generate summary

reports covering the annual budget, all expenses to date, account balances versus year-to-date budget, all transactions for a given month, and all transactions for a specific account during a given month. All reports are sent to the printer.

Data entry and review are aided by screen templates customized for each Process option. These layouts are well-planned to maximize information content without appearing cluttered, and it's easy to enter data or commands using a unified command structure for all Process options.

All transactions are assumed to be for the current month (specified when the program is booted). You can use the File option to change the current month at any time, but be sure to save any data in memory before doing so or the data will be lost. The same rule also applies before exiting

the program. The program won't automatically save your data, but it will remind you to do so if necessary.

Those familiar with other home financial management programs may notice the absence of some bells and whistles from PMM. These include flagging transactions for tax records, graphical analysis, and descriptive memos for individual transactions. To me, they don't add much, and I'm glad they were left out. When was the last time you had a burning need to see a plot of your monthly food expense?

Be aware, however, that one advertised feature of PMM is apparently wishful thinking and not fact—the ability to print checks. Although this is mentioned in the Michtron ad, there is no mention of it in the program or its documentation. If this is important to you, I advise you to con-

tact the company for the current status of this feature.

I recommend Personal Money Manager as a good tool for household financial management. It's easy to use and even comes with a set of practice data files to help learn the ropes. Using PMM to help track your expenses will help you make and stick to a workable budget. You may well find enough ways to save money that the program will more than pay for itself.

MEGAFONT ST

XLent Software
PO Box 5228
Springfield, Virginia 22150
(703) 644-881

CIRCLE 283 ON READER SERVICE CARD

by Sol Guber

continued on next page

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ST Product Reviews

My boss thinks Bigblue gives my reports more class. My wife considers cursive more friendly for her letters. And my daughter loves either outline or Stop for her stories. What am I talking about? Fonts.

The term font originated with the printing industry. It means a specific typeface, such as Goudy and Helvetica, or generic variations, such as italics and bold. Many computer programmers weren't familiar with the term until the Macintosh came along, with its own built-in variety of differing typefaces. The Atari ST should have the capability to use different fonts, both on-screen and on printouts, when GDOS is generally released. (It should be available by the time you read this.)

Until then, we'll have to settle on **MegaFont ST**. MegaFont ST prints out different fonts and more. It allows you to mix graphics with your printing, and lets you print different fonts on discrete parts of your document.

MegaFont ST works with Epsoms, Epson compatibles, Atari printers, and the Prowriter and NEC 8023A. When you load the program, a dialog box asks for your printer type. At the top of the screen, a menu appears, allowing you to choose your font types, file types, print modes, other options, and graphics.

The font type allows you to pick which font style you want, either the 8×8 or 8×16 style. The 8×8 fonts take one pass of the print head while the 8×16 type takes two passes. There are 21 different 8×8 styles and 16 different 8×16 styles. Once you have selected the font, you can select how the file will be printed. Your choices include printing out 1ST Word files, Wordstar type files, or files just as they are.

The print mode lets you select from four different sizes: small, medium, large, and extra large. Once you select the size, you can then pick the line margins you need, line spacing, whether or not to automatically pag-

inate, and bold facing.

Now comes the fun part. Select a file to be printed and zip it off to your printer. The printing is fast and very smooth. A test comparison between normal printing and MegaFont printing shows a slowdown of only 25% for the 8×8 printing and 50% for the 8×16 printing, which takes two passes of the print head.

The graphics option allows you to embed monochrome pictures from either DEGAS or NEOchrome into the body of the text. You can also put icons from either Typesetter, Rubber Stamp, or Print Master Interface into your text. The method for doing either of these is quite simple. Just add a line similar to |DA:MYPIC.PI3| and a picture is added to the text. The program will even skip to the top of the next page if you need room.

The last option with this program is the ability to make your own fonts. There are two programs on the disk that let you make either the 8×8 fonts or the 8×16 fonts. They work easily and quickly. These programs are compatible with the DEGAS font printer.

MegaFont ST is an excellent, easy-to-use program that makes typing reports much more fun. It's the next best thing to GDOS.

MIND MINE ST CLOCK

Mind Mine Computer Center
13256 N.E 20th Street, Suite 4
Bellevue, WA 98005
(206) 641-6138
\$49.95

CIRCLE 205 ON READER SERVICE CARD

Reviewed by Mike Morrow

At least two companies have found different ways to add a continuously operating system clock to the ST. If you don't want to keep Shanner's LogiKhron card (reviewed in *Antic*, October 1986) in your ST cartridge slot, you might prefer the **Mind Mine ST Clock** solution—which plugs a small board inside the ST. No solder-


ing is required. But of course you must unscrew the ST case, which will void your Atari 90-day warranty.

The ST Clock's six typewritten pages of instructions are very complete and include detailed pictures of every important step. Whenever extra care should be taken, the step is preceded with the word "WARNING" or a whole line of "***IMPOR-TANT***" This is one of the best installation documents I have seen in a while. The disk auto-loading software is equally good.

The installation process requires that you remove a ROM chip at the back of the keyboard, plug the ST Clock board into the socket and re-mount the chip into a matching socket on the board. Doing this right is more demanding than it sounds. ST computers are very compact units and the ST Clock board, while small, is still pretty thick for the space available to it.

The logic board at the back of the keyboard unit sits on top of the metal shield which houses the CPU (central processing unit) board and chips. This metal cage is the RF (radio frequency) shield and cannot be legally removed. There is little clearance here, and the ST Clock board uses it all. *Extreme* care must be taken to isolate the unit electrically and physically, or else *severe* damage will result. The package includes some strips of insulating material to provide the required isolation.

The ST Clock consists of a circuit board, a pair of nickel-cadmium batteries and a battery clip. The only function of the product is to send power to the ST keyboard processor chip, which is where the clock is actually located. The batteries recharge during normal use of the ST and are supposed to power the clock for as long as three weeks between uses.

I am happy with the ST Clock. It does the job as advertised. Installation is easy, even though a lot of care must be exercised. 

ST New Products

By GREGG PEARLMAN, ANTIC ASSISTANT EDITOR

THREE FROM BECKEMEYER

Beckemeyer Development Tools' **AnsiTerm** (\$24.95), an ANSI terminal emulator, lets your ST perform the functions of one of the most widely-used terminals, using the ANSI X3.64 protocol, with the additional capabilities of automatic file transfer and printing. In addition to such file transfer protocols as XMODEM and ASCII text, **AnsiTerm** also provides Kermit and CompuServe "B" (which uses larger blocks for greater speeds and prevents timeouts by informing **AnsiTerm** of any delays).

In this unprotected program, the keypad and cursor keys function like a VT100 or VT52 keypad. Each function key can have two strings of keys attached to it, and all transmission rates supported by TOS can be used, from 50 to 19,200 baud.

The **Hard Disk Accelerator** (\$39.95) is a disk-caching system that speeds up your computer by speeding up the disk access. Common tasks such as starting a program or searching a database often happen 100% faster, with peak performance over 300% faster. The **Hard Disk Accelerator** combines RAM access with hard disk access to boost average disk performance. The program is automatic: it can be used effectively with a small amount of memory, works with copy protected software and can be used with large programs.

MT C-Shell (\$129.95), a UNIX-like multitasking, multiuser TOS-compatible operating system, features electronic mail and print spooling and supports networking.

Beckemeyer Development Tools, 478 Santa Clara Avenue, Oakland, CA 94610. (415) 452-1129. PRESS.

CIRCLE 226 ON READER SERVICE CARD

STAR 24-PIN PRINTER

Print out drafts at 300 characters per second (cps) and letter quality documents at 100 cps with the **NB-15** from Star Micronics. The **Prestige** font is built in, but typefaces such as Letter Gothic, Courier and Orator are available on cartridges to be inserted into printer slots. Use front panel controls to select page length, print pitch, typeface and draft/letter quality mode. And an expandable 16K print buffer helps you get work done fast.

\$1,449. Star Micronics America, Inc., 200 Park Avenue, New York, NY 10166. (212) 986-6770, (714) 768-4340. PRESS.

CIRCLE 238 ON READER SERVICE CARD

CLASSIC IMAGES

In **Diablo** (\$29.95), a unique maze-like arcade game, you'll try to arrange the convoluted, 240-section, 120-panel track to keep an ever-advancing ball on a continuous course.

Disk Library (\$49.95) puts everything you need to get organized right at your fingertips. It files, categorizes, and cross-references each disk, folder and file in your library and automatically updates them as you add them to the library. **Disk Library** also lets you add your own comments.

Classic Image Inc., 510 Rhode Island Avenue, Cherry Hill, NJ 08002. (609) 667-2526. PRESS.

CIRCLE 240 ON READER SERVICE CARD

WORDPERFECT

Antic saw the new ST version of **WordPerfect**, the best selling and highest-rated full-feature word processor for the IBM PC, at CES in January. Clearly the most sophisticated word processor for the Atari ST, **WordPerfect** takes full advantage of the new 1, 2 and 4Mb Mega STs.

The Atari version features the best of both worlds: it's GEM-based, using menu bars and windows, but it also supports the full array of keyboard commands familiar to IBM **WordPerfect** users. Users moving from the IBM to the Atari version will also benefit from full file compatibility with **WordPerfect** 4.1.

The program uses high-speed assembly language routines for ultra-fast response times. It's faster than any other ST word processor—even **ST Writer**.

WordPerfect supports footnote and endnote compilation, full keystroke macros, automatic calculation of numeric tables with the built-in math mode, complete database merge capabilities, an outline feature, a nine-keyword sorting facility for alphabetizing lists, a 115,000 word dictionary, a five-level table of contents and index generator, a newspaper-style five-column display, a sophisticated thesaurus, a three-level undo capability and a virtual memory data system, allowing data to flow onto disk when computer memory is full.

\$395. Word Perfect Corp., 288 West Center Street, Orem, UT 84057. (801) 225-5000. DEMO.

CIRCLE 225 ON READER SERVICE CARD

THREE FROM TIMEWORKS

Interested in three 90,000-word spell checkers, a 60,000-word integrated thesaurus and an integrated outliner? Then try **Word Writer ST**—especially if you're the kind of person who likes onscreen underlining, italics, boldface, light type, subscript, subscript, headers and footers, cut-and-paste and all standard features.

Or use the **SwiftCalc ST** spreadsheet for budgeting, financial planning and organizing data, especially if you need super high-resolution graphics, such as pie charts, vertical bar charts, scatter diagrams and hi-lo-close stock charts. The sideways option lets you print all columns vertically on one continuous sheet by automatically rotating your spreadsheet 90 degrees as it prints out.

Data Manager ST, a highly flexible filing and record-keeping system, lets you store, retrieve, sort, evaluate and update large amounts of information. Included are a built-in graphics package, a customized report writer and a label maker.

\$79.95 each. Timeworks Inc., 444 Lake Cook Road, Deerfield, IL 60015. (312) 948-9200. PRESS.

CIRCLE 234 ON READER SERVICE CARD

MIDIPLAY

This real-time MIDI record/playback system simultaneously supports all 16 channels of MIDI information, including velocity ("touch"), both key and channel aftertouch, pitch bend, program changes and all 128 MIDI controllers (such as pedals). **MIDIPLAY** can store over 200,000 MIDI note/events—about three hours of music—in a megabyte of RAM.

\$49.95. Electronic Music Publishing House, Inc., 2210 Wilshire Blvd., Santa Monica, CA 90403. (213) 455-2025. PRESS.

CIRCLE 235 ON READER SERVICE CARD

New ST product notices are compiled from information provided by the products' manufacturers. Antic assumes no responsibility for the accuracy of these notices or the performance of the product. Each mention is followed by a code word indicating that, at press time, Antic had seen a FINAL marketable version, near-final BETA, earlier ALPHA, incomplete DEMO, or PRESS release.



FAST ST BASIC

The first cartridge-based ST BASIC

Reviewed by David Plotkin

Fast ST BASIC from Computer Concepts is the first BASIC to be available in cartridge form. It is, without a doubt, the most full-featured version of BASIC that I have ever seen, including BASICs on mainframe computers. It comes complete with an excellent editor and lots of GEM support, all in a package which takes up virtually no memory. It does still suffer from some awkward spots and downright bugs, which will be difficult to fix since it is cartridge-based.

FEATURES

There are more keywords (commands) in Fast ST BASIC than is possible for me to cover. Fast ST BASIC offers:

- Full math support, with both single- and double-precision numbers and functions. Double precision does sacrifice some speed, but accuracy is amazing.
- Full file access, both random and sequential for bytes and records. Full device access and redirection of input and output.
- Advanced structured programming, with **FUNCTIONs** and **PROCEDUREs** supporting **LOCAL** variables and *passed parameters*.
- Full decision and looping commands, including **FOR/NEXT**, **WHILE/WEND**, **IF/THEN/ELSE**, **REPEAT/UNTIL**, **CASE** and **GOSUB/GOTO**.
- Access to system variables, such as drive numbers, free disk space, file attributes, keyboard rate, and time and date (including format conversions).
- Access to machine language subroutines by use of **USR**, **CALL** and **LAUNCH** to execute both GEM and non-GEM subroutines and applications.
- Direct access to all VDI graphics calls for circles, rectangles, points, lines, text, fills, markers, polygons, setting the palette, text color, graphics colors, setting of the text or graphics rectangles, and user-defined lines and patterns. All of these graphics commands are called by dedicated keywords, as opposed to ST BASIC's use of numbered calls.
- Information about screen height, width and resolution.

The locations in memory of the current screen for viewing and the current screen for drawing are available. These do not have to be the same, and the ability to use and modify these values makes for easy page flipping animation.

- Ability to reserve safe memory that will not be overwritten by the program or other data.
- Full access to directories and paths, including making and deleting subdirectories (folders). Also handy is a command to load the current directory into a string, so it can be manipulated and printed out.

Fast ST BASIC has the capability to hold 10 programs in memory at the same time. It loads the programs into sections called segments. These segments can have programs loaded into them, run, or cleared out under program control, making dynamic chaining and merging of programs quite flexible.

Bit block transfer (blitting) is fully supported. Both use of GEM's MFDB Blitting and built-in commands which are simpler (but just a little slower) are possible. BASIC's built-in commands are easy to use and provide excellent animation potential. It also has full mouse support, including whether the mouse is visible, used by GEM, the coordinates of the pointer, and the button state. Cursor and screen control are also available under program control.

Commands in Fast ST BASIC support most of the GEM AES functions: Alert boxes, full window support including creation, display, redraw and removal of windows, file selector boxes, menu creation and display, horizontal and vertical sliders, rubber boxes, and full event management. It also features full error trapping and **HELP** keytrapping.

There are even some keywords I have never seen anywhere else. The **EVAL** function evaluates a BASIC string to produce a numeric or string result, making it a snap to design a simple spreadsheet, since any math functions entered in a cell can be evaluated by BASIC. Also handy is the **EXEC** command, which lets you execute a string

containing a valid BASIC statement.

Fast ST BASIC even supports in-line assembly code, because it includes its own assembler. 68000 mnemonics can be inserted right into your BASIC code, and the interpreter will assemble it into machine code at runtime. The Address and Data registers of the microprocessor are directly accessible from BASIC by use of pseudo variables with the same name, i.e. "PRINT A0" will print out the contents of Address register zero!

Also included is a full range of debugging tools, including TRACE and TRACKING. You can even slow down program execution so you can watch what is happening. TRACE single-steps through the program or can stop when a key sequence is pressed, allowing you to see where you are. TRACKING is more valuable, letting you define what variables you would like to see values for in a separate window. You can then set up the program to print the values after every statement, only when a special key is pressed, or only when a value changes.

A wide range of variable types is available. These include bytes, words and four-byte integers, as well as single- and double-precision real numbers. You can also use binary and hex notation, although this last feature is not documented in the manual.

You can access variables through the @ operator, which returns the memory address at which a variable is stored. This is useful for passing a pointer to a table in memory as required by certain GEM functions.

Finally, line numbers are entirely optional, and labels can be used instead.

DOCUMENTATION

Fast ST BASIC is accompanied by a 400-page manual, a quick reference card, and a disk of sample programs. The manual is arranged into two main sections. The first contains all the keywords except the GEM AES, and the other contains the GEM AES keywords. Other sections contain brief introductions on variable handling, the in-line assembler, the editor, and an excellent index.

The two sections containing keywords are arranged in strict alphabetical order. In the case of the main keywords, this can be mildly confusing because certain keywords appear before their concept has been explained. For example, ENDWHILE occurs long before WHILE, but the concept of the WHILE loop is not explained until you reach the WHILE command. In the case of the GEM AES keywords, alphabetical order makes very little sense. A better way would have been to arrange the AES keywords by category (windows, events, etc.) and then by the order you would actually use them. The Personal Pascal manual is arranged this way, and it works.

Each keyword includes a description and an example program fragment. A list of related keywords and GEM usage is also given. In general, the explanations are adequate, especially since more difficult concepts such as PROCEDURES are given more lengthy treatment. The explanations for the GEM AES keywords are still too sketchy, and you'll find it necessary to study carefully the exam-

ple programs. This problem is compounded by the poor ordering of the commands. "Object trees," necessary for dialog boxes, are ignored, leaving a large hole in the program's AES capabilities. Still, the treatment of AES is far superior to any other BASIC.

The overall order of the manual is a little strange. Important concepts such as file handling are left until the end of the manual, while complex subjects such as variable indirection are right in the front. There also doesn't

Computer Concepts' Fast ST BASIC is, without a doubt, the most full-featured BASIC I have ever seen.

It comes complete with an excellent editor and lots of GEM support, all in a package which takes up virtually no memory.

seem to be any general information on strings and arrays, so beginners won't find any help in understanding these.

THE EDITOR

Fast ST BASIC comes with a very good, flexible editor. It is menu-driven and features icons for easy control. Printing out the program is as simple as dragging the program icon on top of the printer icon. Saving and loading from disk is just as simple, or you can pull down a menu. A clipboard is also supported, and you can even print it out.

Under normal circumstances, there are two windows open on the desktop—the edit window and the output window. This allows you to view your program and its output on the screen at the same time. I like this arrangement. You can also call up an "immediate" window for executing immediate commands such as printing out the value of variables. Features of the editor include many functions found in word processors. Movement of the cursor can be by character, line, word, and page. You can swap letters and switch case, go to the top or bottom of the program, cut and paste, and search and replace. To aid in structuring, there is an auto-indent feature, so that each new line will be flush with the line above. You can easily merge two files, and prevent the SAVE function from overwriting existing files.

Strangely, there is no syntax checking during data entry, so that debugging must take place when you run the program.

PROBLEMS

Would that this were the perfect program! Unfortunately, it does have some frustrating bugs. Certain keywords, nota-

continued on next page

bly LPRINT (print to the printer) and STRING\$ (fill a string with a character) simply don't work. BASIC doesn't recognize them as commands, and attempts to treat them as variables, generating all sorts of strange error messages. It is possible to work around them, but, as in the case of all bugs, these will cost you time and some hair.

BASIC's PEEK and POKE commands only allow you to look at single bytes. When you want to look at more than one byte at a time (for example, when you want the four-byte value at address \$0462—the system timer) BASIC has what are called "indirection operators." These supposedly allow you to get the one, two or four bytes at any memory location.

What they actually do, more often than not, is crash your ST, requiring you to reset. This is because the indirection operators neglect to issue the command to put the microprocessor in supervisor mode, which is necessary to look at any memory location outside of a narrow range. In fact, quite a few of the sample programs crash the ST. The icon editor is an example. Another way to crash the ST is from the editor. Sometimes when you load a program, the listing is in the edit window in large letters. Just attempting to scroll through this listing may cause a crash. Finally, some programs will refuse to run, giving the error message "dodgy variable" (I am not making this up!). This error message (can you guess) is not documented in the manual.

Then there are the annoying problems. The GEM sup-

port provided does not allow for using dialog boxes. There are no commands to build a dialog box in the program and no way to load an external resource file. There are also no commands to return the state of an object in the dialog box, and no way to read the contents of editable fields. There is also no sound support except for direct data entry to the sound registers, but no information on what values or registers to use is provided. Fast ST BASIC is much more syntax sensitive than any other BASIC I have

**Printing out a program is
as simple as dragging the program
icon on top of the printer icon.
Saving and loading from disk is
just as simple, or you can
pull down a menu.**

ever used. Keywords must be capitalized or they will be treated as variables (this is not documented). Something normally as harmless as an extra space after PRINT# can reward you with an error message. This is doubly confusing because the manual itself inserts the extra space after PRINTER#, OPENUP# and other keywords in the section on file handling. As a result, the examples in that section will not run.

SUMMARY

I like this language. It is not really for inexperienced users, due to the problems mentioned above, but it is extremely powerful. I also am puzzled as to how technical support will be provided. The company is based in England, and there is no phone number and no local distributor to turn to. It is not realistic to market a product for as much money as this one and not provide support.

Further, the utility of the language is limited by the fact that there is no runtime package, so someone else must own a copy of this BASIC to run an application you have written. Computer magazines will only print applications written in widely distributed languages or ones that are stand-alone (don't require the user to own a copy of the language). This one doesn't qualify. If, however, you want an excellent, full-featured BASIC and don't mind experimenting on your own, or have a hankering to play around with GEM in an interpreted language, then this language could work out well for you.

Fast ST BASIC

Computer Concepts
Gaddesden Place, Hemel Hempstead
Hertfordshire, England HP26EX
Cartridge \$139.95

CIRCLE 201 ON READER SERVICE CARD



The Dr. . . . Developing Amazing ST Software

TRACK	NAME	STATUS	TRACK	NAME	STATUS
1	4 Bars	PLAY	5		RECORD
2	bs/sn	PLAY	6	Chords	PLAY
3	Hi Hat	PLAY	7		
4	Bass	PLAY	8		

Cue From 1 << >> Toggle Cue Move Amount 8

CLOCK: 120 BEATS/MINUTE << >> MEASURE 2

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MIDI RECORDING STUDIO

\$39

An 8-Track sequencer with full editing capabilities. Designed for the "FIRST TIME" MIDI user. All play/record functions are accessible by mouse or keyboard. Files created with MRS are compatible with the professional Keyboard Controlled Sequencer and we offer a FULL trade-in allowance to users wishing to upgrade.

Other products for the ST: Keyboard Controlled Sequencer, DX Heaven, FB01/DX100/27/21, Kawai K3 (editor librarians), the Copyist (score printing/editing).

LIMITED ONLY BY YOUR IMAGINATION . . .

Dr. T's MUSIC SOFTWARE, 66 Louise Rd., Chestnut Hill, MA 02167 (617) 244-6954

CIRCLE 017 ON READER SERVICE CARD

SOFTWARE LIBRARY

Antic type-in listing section includes every full-length program from this issue. Listings are easier to type and proofread, easy to remove and save in a binder if you wish.

► **EDIT SOUNDS WITH YOUR JOYSTICK**

SOUND STICK76

► **LAS VEGAS ON YOUR ATARI**

BONUS GAME: POKER MACHINE77

► **FAST, EASY FRACTAL DISPLAYS**

DOT-HOPPER79

► **8-BIT GETS CLASSIC MAINFRAME DUNGEON ADVENTURE**

GAME OF THE MONTH: A-ROGUE80

► **LESSON 14: SOUND**

NEW OWNERS COLUMN84

ST RESOURCE

► **AN 8-BIT CLASSIC COMES TO THE ST**

ANTIC TOWERS85

TYPING SPECIAL ATARI CHARACTERS74

HOW TO USE TYPO ST 7575

HOW TO USE TYPO II76

DISK SUBSCRIBERS: Programs for 8-bit Atari computers can be used immediately. Just follow instructions in the accompanying magazine articles. ST Owners: See monthly disk's ST Help File for instructions on how to transfer programs to 3-1/2 inch disk.

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TYPING SPECIAL ATARI CHARACTERS

Antic printed program listings leave a small space between each Atari Special Character for easier reading. Immediately below you will see the way Antic prints all the standard Atari letters and numbers, in upper and lower case, in normal and inverse video.

ABCDEFGHIJKLMNOPQRSTUVWXYZ
 ABCDEFGHIJKLMNOPQRSTUVWXYZ
 abcdefghijklmnopqrstuvwxyz
 abcdefghijklmnopqrstuvwxyz
 0123456789 0123456789

The Atari Special Characters and the keys you must type in order to get them are shown in the two boxes below.

NORMAL VIDEO				INVERSE VIDEO			
FOR THIS	TYPE THIS	FOR THIS	TYPE THIS	FOR THIS	TYPE THIS	FOR THIS	TYPE THIS
CTRL ,		CTRL S		CTRL ,		CTRL X	
CTRL A		CTRL T		CTRL A		CTRL Y	
CTRL B		CTRL U		CTRL B		CTRL Z	
CTRL C		CTRL V		CTRL C		ESC	
CTRL D		CTRL W		CTRL D		SHIFT	
CTRL E		CTRL X		CTRL E		DELETE	
CTRL F		CTRL Y		CTRL F		ESC	
CTRL G		CTRL Z		CTRL G		SHIFT	
CTRL H		ESC ESC		CTRL H		INSERT	
CTRL I		ESC CTRL -		CTRL I		ESC	
CTRL J		ESC CTRL =		CTRL J		CTRL	
CTRL K		ESC CTRL +		CTRL K		TAB	
CTRL L		ESC CTRL *		CTRL L		ESC	
CTRL M		CTRL .		CTRL M		SHIFT	
CTRL N		CTRL ;		CTRL N		TAB	
CTRL O		ESC CTRL =		CTRL O		CTRL .	
CTRL P		ESC SHIFT		CTRL P		CTRL ;	
CTRL Q		CLEAR		CTRL Q		SHIFT =	
CTRL R		ESC DELETE		CTRL R		ESC CTRL 2	
		ESC TAB		CTRL S		ESC	
				CTRL T		CTRL	
				CTRL U		DELETE	
				CTRL V		ESC	
				CTRL W		CTRL	
						INSERT	

Whenever the CONTROL key (CTRL on the 400/800) or SHIFT key is used, *hold it down* while you press the next key. Whenever the ESC key is pressed, *release* it before you type the next key.

Turn on inverse video by pressing the Reverse Video Mode Key . Turn it off by pressing it a second time. (On the 400/800, use the Atari Logo Key instead.)

Among the most common program typing mistakes are switching certain capital letters with their lower-case counterparts—you need to look especially carefully at P, X, O and 0 (zero).

Some of Atari Special Characters are not easy to tell apart from standard alpha-numeric characters. Usually the Special Characters will be boxed. Compare the two sets of characters below:

SPECIAL		STANDARD	
	CTRL F		/
	CTRL G		SHIFT +
	CTRL N		SHIFT -
	CTRL R		-
	CTRL S		+

HOW TO USE TYPO ST

TYPO ST is the automatic proofreading program for checking **Antic's** ST BASIC type-in listings. It finds any program line where you made a typing mistake.

Type in TYPO ST and SAVE a copy to disk before you RUN it. Now type RUN in the command window and press the [RETURN] key, or click on RUN from the RUN menu.

TYPO ST first asks for the name of the file to check. Type the desired filename and press [RETURN]. (TYPO ST will proofread itself if you type TYPOST.BAS as the filename.) Next, TYPO ST asks where you want the TYPO table printed. Type [S] [RETURN] for Screen, or [P] [RETURN] for Printer.

TYPO ST now reads your ST BASIC program and prints out a table of four-number codes—and the line number for each code. Compare your printed TYPO ST table with the **Antic** TYPO ST table published at the end of the program you are checking. If any of your four-number codes don't match the magazine's codes, you have made a typing mistake somewhere in that line. Carefully recheck your line against the published version.

Antic uses a word processor to format ST BASIC listings for publication, so we can indent lines and make the program structure more understandable. ST BASIC doesn't allow indentation and will strip off any spaces between the line number and the first BASIC instruction. Therefore, TYPO ST ignores space characters and does not care how far instructions are spaced apart.

TYPO ST cannot determine if two different characters have been switched within a line. For example, PRINT and PRNIT will look the same to TYPO ST. However, ST BASIC itself catches this error and points it out to you.

```

1000  * TYPO/ST, (c) 1986 Antic Publishing, by Bill Marquardt
1010  DISK=1: OUTPUT=2: TRUE=(-1): FALSE=0: CHECKSUMMING=TRUE
1020  TV=FALSE: PRINTER=FALSE
1030  Print "File to Check:": input FILENAME$: Print "Output on:"
1040  Print "(S)creen or ": Print "(P)rinter ": input DEVICES
1050  if( DEVICES="P" )or( DEVICES="P" )then PRINTER=TRUE else TV=TRUE
1060  if TV then Print "Checksum for file: ": Print FILENAME$: Print
1070  if PRINTER then lprint "Checksum for file: ";FILENAME$: lprint
1080  open "I", #DISK, FILENAME$
1090  while CHECKSUMMING
1100      LINENUMBER=0: CHECKSUM=0: gosub GETALINE
1110      DECIMAL=CHECKSUM: gosub DECTOHEX
1120      OUTPUT$=str$( LINENUMBER )+" :"+HI$+LO$
1130      if PRINTER then lprint OUTPUT$ else Print OUTPUT$
1140  wend
1150  close DISK
1160  end
1170  GETALINE:
1180  BLINES$="": on error goto 1150
1190  GOTALINE=FALSE
1200  while not GOTALINE
1210      line input#DISK, BLINES$: if len( BLINES )>1 then GOTALINE=TRUE
1220  wend
1230  LINENUMBER=val( BLINES )
1240  for CHAR=1 to len( BLINES )
1250      OK=TRUE: CHARACTER$=mid$( BLINES, CHAR, 1 )
1260      if CHARACTER$=" " then OK=FALSE
1270      if OK then CHECKSUM=CHECKSUM+asc( CHARACTER$+chr$( 0 ))
1280  next CHAR
1290  return
1300  DECTOHEX:
1310  DECIMAL=abs( DECIMAL )
1320  HI=int( DECIMAL/256 ): LO=( DECIMAL-( HI*256 ))
1330  HH=int( HI/16 ): HL=( HI-( HH*16 ))
1340  LH=int( LO/16 ): LL=( LO-( LH*16 ))
1350  HI$=chr$( 48+HH-( 7*( HH>9 )))+chr$( 48+HL-( 7*( HL>9 )))
1360  LO$=chr$( 48+LH-( 7*( LH>9 )))+chr$( 48+LL-( 7*( LL>9 )))
1370  return

```

1000 :110B	1060 :13E7	1120 :0A48	1180 :089A	1240 :079B	1300 :0352	1360 :0C29
1010 :0EA2	1070 :140E	1130 :1000	1190 :04C6	1250 :0AEB	1310 :0667	1370 :036B
1020 :071B	1080 :0713	1140 :0274	1200 :0680	1260 :08BB	1320 :0B13	
1030 :12D2	1090 :0661	1150 :0408	1210 :11B9	1270 :0F36	1330 :07E3	
1040 :10E6	1100 :0BBD	1160 :01FF	1220 :0273	1280 :03A8	1340 :0804	
1050 :11A2	1110 :09F0	1170 :034C	1230 :0716	1290 :036C	1350 :0C0E	

HOW TO USE TYPO II (8-BIT)

TYPO II automatically proofreads Antic's type-in BASIC listings for 8-bit Atari computers. It finds the exact line where you made a program typing mistake.

Type in TYPO II and SAVE a copy to disk or cassette. Now type GOTO 32000. When you see the instruction on the screen, type in a single program line **without the two-letter TYPO II code** at the left of the line number. Press the [RETURN] key.

Your line will reappear at the bottom of the screen with a two-letter TYPO II code on the left. If this code is not exactly the same as the line code printed in the magazine, you mistyped something in that line.

To call back any line previously typed, type an asterisk [*] followed (without in-between spaces) by the line number, then press [RETURN]. When the complete line appears at the top of the screen, press [RETURN] again. This is also the way you use TYPO II to proofread itself.

To LIST your program, press [BREAK] and type LIST. To return to TYPO II, type GOTO 32000.

To remove TYPO II from your program, type LIST "D:FILENAME",0,31999 [RETURN] (Cassette owners LIST "C:"). Type NEW, then ENTER "D:FILENAME"[RETURN](Cassette—ENTER "C:"). Your program is now in memory without TYPO II and you can SAVE or LIST it to disk or cassette.



Don't type the
TYPO II Codes!

```
WB 32000 REM TYPO II BY ANDY BARTON
UM 32010 REM VER. 1.0 FOR ANTIC MAGAZINE
HS 32020 CLR :DIM LINE$(120):CLOSE #2:CLO
SE #3
BN 32030 OPEN #2,4,0,"E":OPEN #3,5,0,"E"
YC 32040 ? "K":POSITION 11,1:? "TYPOII"

EM 32050 TRAP 32040:POSITION 2,3:? "Type
in a program line"
HS 32060 POSITION 1,4:? " ":INPUT #2:LINE
$:IF LINE$="" THEN POSITION 2,4:LIST B
:GOTO 32060
XH 32070 IF LINE$(1,1)="*" THEN B=VAL(LIN
E$(2,LEN(LINE$))):POSITION 2,4:LIST B:
GOTO 32060
TH 32080 POSITION 2,10:? "CONT"
MF 32090 B=VAL(LINE$):POSITION 1,3:? " ";
```

```
NY 32100 POKE 842,13:STOP
CN 32110 POKE 842,12
ET 32120 ? "K":POSITION 11,1:? "TYPOII"
":POSITION 2,15:LIST B
CE 32130 C=0:ANS=C
QR 32140 POSITION 2,16:INPUT #3:LINE$:IF
LINE$="" THEN ? "LINE ";B;" DELETED":G
OTO 32050
VV 32150 FOR D=1 TO LEN(LINE$):C=C+1:ANS=
ANS+(C*ASC(LINE$(D,D))) :NEXT D
WJ 32160 CODE=INT(ANS/676)
JW 32170 CODE=ANS-(CODE*676)
EH 32180 HCODE=INT(CODE/26)
BH 32190 LCODE=CODE-(HCODE*26)+65
HB 32200 HCODE=HCODE+65
IE 32210 POSITION 0,16:? CHR$(HCODE);CHR$
(LCODE)
VG 32220 POSITION 2,13:? "If CODE does no
t match press [RETURN] and edit line a
bove.":GOTO 32050
```

edit sounds with your joystick

SOUND STICK

Article on page 41

LISTING 1

Don't type the
TYPO II Codes!

```
TI 10 REM SOUND STICK
HP 20 REM BY WENDELL MOLLYCHECK
HA 30 REM <c> 1987, ANTIC PUBLISHING
VQ 40 GRAPHICS 0:POKE 710,0
GB 50 POKE 752,1
TE 60 IF STRIG(0)=0 AND A=0 AND D=10 AND
X=14 THEN POSITION 31,3:? " "
BE 70 IF STRIG(0)=0 AND A=1 AND D=10 AND
X=14 THEN POSITION 31,6:? " "
AW 80 IF STRIG(0)=0 AND A=2 AND X=14 AND
D=10 THEN POSITION 31,9:? " "
KK 90 IF STRIG(0)=0 AND A=3 AND X=14 AND
D=10 THEN POSITION 31,13:? " "
IO 100 X=STICK(0)
DZ 110 IF STRIG(0)=0 AND X=13 THEN D=D+1
HV 120 IF STRIG(0)=0 AND X=14 THEN D=D-1
JD 130 IF STRIG(0)=0 AND X=7 THEN C=C+1
CJ 140 IF STRIG(0)=0 AND X=11 THEN C=C-1
ZS 150 IF STRIG(0)=1 AND X=13 THEN B=B+1
DO 160 IF STRIG(0)=1 AND X=14 THEN B=B-1
XL 170 IF STRIG(0)=0 AND X=10 THEN A=0
```

```
MV 180 IF STRIG(0)=0 AND X=6 THEN A=1
RC 190 IF STRIG(0)=0 AND X=9 THEN A=2
NX 200 IF STRIG(0)=0 AND X=5 THEN A=3
LN 210 IF A<0 THEN A=0:GOTO 100
MO 220 IF B<0 THEN B=0:GOTO 100
NP 230 IF C<0 THEN C=0:GOTO 100
UY 240 IF D<0 THEN D=0:IF D>15 THEN D=15:
? D:GOTO 60
KC 250 SOUND A,B,C,D
KZ 260 POSITION 0,0:? "VOICE":POSITION 10
,0:? "PITCH":POSITION 18,0:? "TONE":PO
SITION 25,0:? "VOLUME"
BO 270 IF A=0 THEN POSITION 0,3:? A,B,C,D
FG 280 IF A=1 THEN POSITION 0,6:? A,B,C,D
IY 290 IF A=2 THEN POSITION 0,9:? A,B,C,D
AD 300 IF A=3 THEN POSITION 0,13:? A,B,C,
D
QU 310 GOTO 50
```


POKER MACHINE

Article on page 35

LISTING 1

Don't type the
TYPO II Codes!

[illegible]

```

LE 462 CARD=T
OA 465 NEXT I: DRAW$=" " ":GOTO 275
NR 500 FOR I=1 TO 5
WA 505 IF DRAW$(I,I)="$D" THEN GOSUB I*100
0: HAND$(I,I)=CARD$(CARD,CARD): FLUSH$(I,I)=SUIT$(CARD,CARD): CARD=CARD+1
GN 506 NEXT I
EW 510 FIN=2: GOSUB 900: GOSUB 950: GOTO 800

FX 750 REM TALLY HAND/CLEAR VARIABLES/CHECK MONEY/INCREMENT CARD
KP 751 IF ODDS=0 THEN 786
GT 760 GAIN=BET*ODDS+1: FOR I=1 TO GAIN SCORE=SCORE+1: SOUND 0,80,10,8: FOR J=1 TO 100: NEXT J: GOSUB 1180
UI 761 SOUND 0,0,0,0: NEXT I
XG 762 POSITION 7,18: ? #6; " " ":GOTO 795
KY 786 IF SCORE=0 THEN POSITION 4,18: ? #6 : "YOU'RE BUSTED": ? : ? : ? :GOTO 26000
MA 787 GOSUB 27000: GOTO 795
QU 788 IF PEEK(53279)=6 THEN CLR : POKE 53277,0: RUN
VR 791 GOTO 788
WE 795 BET=0: FIN=0: IF CARD>4 THEN FOR I=1 TO 5: GOSUB I*1000+100: NEXT I: GOSUB 20800: CARD=0
JN 796 GOSUB 1180: GOTO 30
HY 800 REM CHECK HAND
AW 802 ODDS=0
NK 803 POSITION 7,18: ? #6; " "
WL 805 IF FLUSH$="AAAAA" THEN ODDS=8: GOTO 810: REM A IS INVERSE-SHIFT "*"
BS 806 IF FLUSH$="IIIIII" THEN ODDS=8: GOTO 810: REM I IS INVERSE-SHIFT "."
XP 807 IF FLUSH$="UUUUUU" THEN ODDS=8: GOTO 810: REM U IS INVERSE-SHIFT "="
UI 808 IF FLUSH$="OOOOO" THEN ODDS=8: REM O IS INVERSE-CTRL ";"
RS 810 IF HAND(1)=1 AND HAND(2)=10 AND HAND(3)=11 AND HAND(4)=12 AND HAND(5)=13 THEN STRAIGHT=4: GOTO 817
SX 813 STRAIGHT=0: FOR I=1 TO 4: IF HAND(I)+1=HAND(I+1) THEN STRAIGHT=STRAIGHT+1
GM 814 NEXT I
QU 817 IF STRAIGHT=4 AND ODDS=8 THEN ODDS=50: GOTO 860
JF 818 IF ODDS=8 THEN 860
KM 819 IF STRAIGHT=4 THEN ODDS=5: GOTO 860

DQ 820 IF HAND(1)=HAND(2) AND HAND(2)=HAND(3) AND HAND(3)=HAND(4) THEN ODDS=25
MK 822 IF HAND(2)=HAND(3) AND HAND(3)=HAND(4) AND HAND(4)=HAND(5) THEN ODDS=25
CO 824 IF ODDS=25 THEN 860
RL 826 IF HAND(1)=HAND(2) AND HAND(2)=HAND(3) AND HAND(4)=HAND(5) THEN ODDS=10
UN 828 IF HAND(1)=HAND(2) AND HAND(3)=HAND(4) AND HAND(4)=HAND(5) THEN ODDS=10
YZ 830 IF ODDS=10 THEN 860
ZF 832 IF HAND(1)=HAND(2) AND HAND(2)=HAND(3) THEN ODDS=3
DM 833 IF HAND(2)=HAND(3) AND HAND(3)=HAND(4) THEN ODDS=3
HT 834 IF HAND(3)=HAND(4) AND HAND(4)=HAND(5) THEN ODDS=3
GN 835 IF ODDS=3 THEN 860
ZU 840 IF HAND(1)=HAND(2) AND HAND(3)=HAND(4) THEN ODDS=2
EF 842 IF HAND(2)=HAND(3) AND HAND(4)=HAND(5) THEN ODDS=2
DD 844 IF HAND(1)=HAND(2) AND HAND(4)=HAND(5) THEN ODDS=2

```

continued on next page

continued on next page


```

GC 845 IF ODDS=2 THEN 860
JA 850 IF HAND<1>=1 AND HAND<2>=1 THEN OD
DS=1:GOTO 860
ZL 851 IF FIN=2 THEN 750
ZU 852 RETURN
TB 860 POSITION 7,18:? #6;"[REDACTED]"
ZZ 865 IF FIN=2 THEN 750
ZS 870 RETURN
SB 900 REM GIVES NUMBER VALUES TO FACE CA
RDS
OK 905 FOR I=1 TO 5
FH 910 IF HAND<I,I>=CHR$(95) THEN HAND<I
>=10:GOTO 920
OW 912 IF HAND<I,I>="J" THEN HAND<I>=11:
GOTO 920
UX 914 IF HAND<I,I>="Q" THEN HAND<I>=12:
GOTO 920
SU 915 IF HAND<I,I>="K" THEN HAND<I>=13:
GOTO 920
VF 916 IF HAND<I,I>="A" THEN HAND<I>=1:G
OTO 920
WG 917 HAND<I>=ASC<HAND<I,I>>-48
MT 920 NEXT I:RETURN
QU 950 REM SORTS HAND FROM LOW TO HIGH
NV 952 FOR I=1 TO 4
FY 954 F=1
SR 956 IF F=2 THEN RETURN
JP 957 FOR I1=5 TO I STEP -1
ZE 958 IF HAND<I1>HAND<I1-1> THEN 966
IE 959 X=HAND<I1-1>
MZ 962 HAND<I1-1>=HAND<I1>
IO 964 HAND<I1>=X:F=2
BW 966 NEXT I1
HJ 968 NEXT I
ZT 970 RETURN
QU 1000 POKE 53248,48
ND 1010 FOR I1=1 TO 10:SOUND 1,120,10,8:N
EXT I1:SOUND 1,0,0,0
ZC 1020 POSITION 1,8:? #6;CARD$(CARD,CARD
):POSITION 2,10:PUT #6,ASC<SUITS<CARD,
CARD>
FD 1022 POSITION 3,12:? #6;CARD$(CARD,CAR
D):RETURN
ET 1100 POKE 53248,5
OD 1120 POSITION 1,8:? #6;" ":POSITION 2,
10:? #6;" ":POSITION 3,12:? #6;" ":RET
URN
OH 1180 IF SCORE>9 THEN B=4
RO 1181 IF SCORE>99 THEN B=3
WA 1182 IF SCORE<100 THEN POSITION 3,2:?
#6;" ":B=4
CE 1183 IF SCORE<10 THEN POSITION 4,2:? #
6;" ":B=5
JF 1185 POSITION 1,0:? #6;"[REDACTED]":POSI
TION 17,0:? #6;"[REDACTED]":POSITION 8,2:? #6
:SCORE
IV 1186 POSITION 18,2:COLOR +64:? #6;BET
CB 1187 RETURN
OM 2000 POKE 53249,80
NE 2010 FOR I1=1 TO 10:SOUND 1,120,10,8:N
EXT I1:SOUND 1,0,0,0
JD 2020 POSITION 5,8:? #6;CARD$(CARD,CARD
):POSITION 6,10:PUT #6,ASC<SUITS<CARD,
CARD>
HM 2022 POSITION 7,12:? #6;CARD$(CARD,CAR
D):RETURN
FJ 2100 POKE 53249,5
FK 2120 POSITION 5,8:? #6;" ":POSITION 6,
10:? #6;" ":POSITION 7,12:? #6;" ":RET
URN
LA 2190 POSITION 8,18:? #6;"winner":RETUR
N
UP 2195 POSITION 8,18:? #6;" ":RETUR
N
TV 2500 FOR II=1 TO 4:? :NEXT II:? :? ,"P
PRESS SPACE TO BET":? ,"PRESS D TO DEA
L"
TC 2520 POKE 764,255:CHAR$="":POSITION 1,
18:? #6;" BET PLEASE ":GOSUB 60
80
SK 2557 POKE 764,255:POSITION 1,18:? #6;"
[REDACTED]":GOSUB 6000
LZ 2558 IF CHAR$="D" AND BET THEN POSITIO
N 4,18:? #6;" ":GOSUB 2800:
RETURN
KC 2559 IF CHAR$=" " THEN BET=BET+1:SCORE
=SCORE-1:FOR I=15 TO 1 STEP -1:SOUND 3
,40,10,I:GOSUB 1180:SOUND 3,0,0,0
JU 2560 IF SCORE=0 THEN POSITION 4,18:? #
6;" ":GOTO 2800
RE 2561 IF BET>7 THEN POSITION 4,18:? #6;
" ":GOTO 2800
UB 2562 CHAR$="X":GOTO 2520
UY 2800 ? :? ,"DISCARD":? " 1
2 3 4 5"? " S=5
TAND C=CANCEL D=DRAW:RETURN
QN 3000 POKE 53250,112
NF 3010 FOR I1=1 TO 10:SOUND 1,120,10,8:N
EXT I1:SOUND 1,0,0,0
PJ 3020 POSITION 9,8:? #6;CARD$(CARD,CARD
):POSITION 10,10:PUT #6,ASC<SUITS<CARD
,CARD>
GS 3022 POSITION 11,12:? #6;CARD$(CARD,CAR
D):RETURN
AT 3100 POKE 53250,5
VK 3120 POSITION 9,8:? #6;" ":POSITION 10
,10:? #6;" ":POSITION 11,12:? #6;" ":R
ETURN
UR 4000 POKE 53251,144
NG 4010 FOR I1=1 TO 10:SOUND 1,120,10,8:N
EXT I1:SOUND 1,0,0,0
DB 4020 POSITION 13,8:? #6;CARD$(CARD,CAR
D):POSITION 14,10:PUT #6,ASC<SUITS<CAR
D,CARD>
JF 4022 POSITION 15,12:? #6;CARD$(CARD,CAR
D):RETURN
BJ 4100 POKE 53251,5
AL 4120 POSITION 13,8:? #6;" ":POSITION 1
4,10:? #6;" ":POSITION 15,12:? #6;" ":
RETURN
SM 5000 POKE 53252,184:POKE 53253,192:POK
E 53254,200
NH 5010 FOR I1=1 TO 10:SOUND 1,120,10,8:N
EXT I1:SOUND 1,0,0,0
NO 5020 POSITION 17,8:? #6;CARD$(CARD,CAR
D):POSITION 18,10:PUT #6,ASC<SUITS<CAR
D,CARD>
LS 5022 POSITION 19,12:? #6;CARD$(CARD,CAR
D):RETURN
LE 5100 POKE 53252,5:POKE 53253,5:POKE 53
254,5
SQ 5120 POSITION 17,8:? #6;" ":POSITION 1
8,10:? #6;" ":POSITION 19,12:? #6;" ":
RETURN
PR 6000 CHAR=0:I=0
JC 6002 POKE 77,0:IF BRK THEN POKE 16,112
:POKE 53774,112
LC 6005 I=I+1
XL 6010 IF PEEK<764><>255 THEN GET #1,CHA
R:CHAR$=CHR$(CHAR)
JG 6011 IF CHAR=0 AND I<10 THEN 6005
AK 6020 RETURN
HO 8000 IF R=2 THEN POKE 53277,3:RETURN
AP 8005 A=PEEK<106>-16:POKE 54279,A:PMBAS
E=256*A:POKE 559,46:POKE 53277,3:POKE
623,4
YK 8006 BUF$(1)=" ":BUF$(320)=BUF$:BUF$(2
)=BUF$
DL 8010 JNK=USR<MOV,ADR<BUF$>,PMBASE+384,
320>:JNK=USR<MOV,ADR<BUF$>,PMBASE+704,
320>
OQ 8020 FOR I=704 TO 707:POKE I,14:NEXT I
IV 8025 BUF$(1)=" ":BUF$(320)=BUF$:BUF$(2
)=BUF$
XO 8030 FOR I=0 TO 4
BF 8035 I1=384+128*I
TO 8040 JNK=USR<MOV,ADR<BUF$>,PMBASE+I1+Y
+1,20>:NEXT I
ZQ 8050 FOR I=53256 TO 53259:POKE I,3:NEX
T I:POKE 53260,255
AY 8060 RETURN
KZ 19000 JNK=USR<MOV,ADR<"[REDACTED]
[REDACTED]L[REDACTED]5[REDACTED]15[REDACTED]
536,49>
ZP 19500 POKE 77,0:IF BRK THEN POKE 16,11
2:POKE 53774,112
XA 20000 REM SHUFFLING ROUTINE
AF 20010 POSITION 5,10:? #6;"[REDACTED]"
RB 20040 A=USR<1536>
XX 20050 FOR X=1 TO 10
KV 20051 IF X/3=INT<X/3> THEN FOR A=250 T
O 100 STEP -10:SOUND 0,A,0,14:NEXT A:S
OUND 0,0,0,0
JG 20052 B<X>=PEEK<DECK+X>
DU 20055 K=1
IG 20060 IF B<X><=13 THEN 20075
BU 20065 B<X>=B<X>-13:K=K+1
AH 20070 GOTO 20060
RI 20075 H<X>=B<X>:ON B<X> GOTO 20080,200
85,20090,20095,20100,20105,20110,20115
,20120,20125,20130,20135,20140

```



```

BR 233 IF PEEK<CH>=2 THEN 100
AJ 234 IF PEEK<CH>=CLEAR THEN 233
TS 240 GRAPHICS 8+16:POKE 710,0:COLOR 1:P
    OKE CH,CLEAR:RETURN
OF 300 REM SCREEN SAVE ROUTINE
NO 302 POKE CH,CLEAR:GRAPHICS 8+32:POKE 7
    10,0
XU 303 ? "SAVE filename":IO=8
UM 304 INPUT NAME$:GOSUB 640:GRAPHICS 8+8
    *IO-16:POKE 710,0
ES 310 CLOSE #1:OPEN #1,IO,0,FILENAME$
XN 320 POKE 850,IO+3:POKE 852,PEEK<88>:PO
    KE 853,PEEK<89>:POKE 856,0:POKE 857,30

ZW 330 D=USR<ADR<"hhhhlvlv",16>:IF IO=8 T
    HEN ? #1;"[C][M]";
HH 340 CLOSE #1:RETURN
DU 400 REM SCREEN LOAD ROUTINE
YQ 410 POKE CH,CLEAR:? :? "File to Load":
    IO=4:GOTO 304
NT 500 REM TOGGLE SCREEN ON/OFF
QW 510 IF PEEK<SDMCTL>=34 THEN POKE SDMCT
    L,0:RETURN
RW 520 POKE SDMCTL,34:RETURN
MX 600 REM INITIALIZATION
XX 610 DIM NAME$(19),FILENAME$(19):FILENA
    ME$="D1":SDMCTL=559
KN 630 CH=764:ESCAPE=28:CLR=255:SPACEBA
    R=33:SKEY=62:LKEY=0:CKEY=18:RETURN
OR 640 IF LEN(NAME$)<3 THEN NAME$<LEN<NAM
    E$>+1>=" "
OB 650 IF NAME$(1,1)="D" AND (NAME$(2,2)=
    "I" OR NAME$(3,3)="") THEN FILENAME$=
    NAME$:GOTO 660
DS 660 FILENAME$(4)=NAME$
ZQ 670 RETURN

```


MAY 1987

continued on next page


```

SL 1356 ? CHR$(ASC(Z$)+128);"H";:GOSUB 19
05:? :? "A ";Z$;" attacks!":GOTO 13
70
UH 1360 DATA snake,6,2,1,weasel,6,2,1,bat
,8,1,1,giant worm,2,2,2,Stirge,7,3,2,0
lob,1,3,2,1a-Mi'raj,6,3,3
HY 1361 DATA grue,4,3,3,yellow mold,2,4,4
DJ 1362 DATA goblin,4,5,3,brass falcon,7,
5,4,Wox,4,5,4,Quaggoth,5,5,4,firebat,7
,7,5,Basilisk,6,5,6,Vulching,3,6,5
VO 1363 DATA spectre,8,5,6,Norker,4,6,6
WE 1364 DATA rock lizard,3,7,7,Gargoyle,5
,8,7,troll,3,6,7,Manticore,8,6,7,Zygom
,3,7,8,cockatrice,8,6,8,Barood,5,7,8
WG 1365 DATA Dire Wrath,4,8,9,Fire Dragon
,7,8,9,Todram,8,8,9
MR 1370 ? "H:";D(1);" Attk/Thdw/Rest >"
;
AX 1372 POKE 702,64:POKE 694,0:GET #2,A:L
$=CHR$(A):IF L$<"A" AND L$<"W" AND L
$<"C" THEN 1372
HM 1373 IF L$="C" AND D(10)=0 AND D(11)=0
AND D(12)=0 THEN 1372
SS 1374 ? L$:IF L$<"C" THEN 1390
EU 1376 ? "H";:GOSUB 1470
HH 1390 ? "H";:IF L$<"W" THEN 140
0
RS 1392 X=INT(RND(0)*4)+1:IF D(19+X)=0 TH
EN ? "The ";Z$;" blocks your way!":GOT
0 1422
EN 1394 L$="H";L$=L$(X,X):? "You escap
ed!":? "H";:GOSUB 1945:GOTO 1200
SP 1400 IF L$="T" THEN I=1:GOTO 1270
BA 1402 IF L$="H" THEN ? "Your health ret
urns!":D(1)=D(15):D(13)=D(13)+45:GOTO
1422
GL 1404 IF L$="F" THEN D(25)=INT(RND(0)*1
0)+15:GOTO 1410
AQ 1405 IF L$<"A" THEN 1410
CS 1406 F=D(1)/D(15):D(25)=0:IF RND(0)<F-
0.05 THEN T=D(4)*2:D(25)=INT(RND(0)*T)
+1
MD 1407 IF RND(0)>0.95 THEN D(25)=16+INT(
RND(0)*5)
CK 1408 IF INT(RND(0)*12)+1<D(28) OR D(16
) THEN D(25)=0
RI 1410 D(30)=D(30)-D(25):IF D(30)>0 THEN
1420
EX 1412 GOTO 1414+2*INT(RND(0)*3)
YQ 1414 ? "The ";Z$;" curses you and":? "
expires!":GOTO 1419
PF 1416 ? "The ";Z$;" dies in a cloud of"
: ? " greasy black smoke!":GOTO 1419
GF 1418 ? "Splat! Now you smell as bad
as the":? " ";Z$;" did!"
DU 1419 ? "-----":GET #2,A:GOSUB 1905:
GOSUB 1945:GOTO 1230
IP 1420 SE=0:GOSUB 1460
PF 1422 D(25)=0:IF RND(0)<0.25+D(30)*0.01
THEN T=D(29)*2:D(25)=INT(RND(0)*T)+1
FM 1424 D(25)=D(25)-INT(D(5)*1.2):IF D(25
)<1 THEN D(25)=0
KO 1426 IF D(2)>3 AND RND(0)>0.95 THEN D(
25)=INT(RND(0)*20)+1
YN 1428 D(1)=D(1)-D(25):SE=1:GOSUB 1460:I
F D(1)>0 THEN 1370
KS 1430 D(1)=0:? "...and you die!":GOTO
1500
UX 1450 DATA nick,hit,strike,pound,whack,
slam,crack,CLOBBER,PULVERIZE,DEVASTATE
QX 1460 IF D(25)=0 AND SE THEN ? "The ";Z
$;" misses.":RETURN
FI 1462 IF D(25)=0 THEN ? "You missed.":R
ETURN
HZ 1464 X=INT(D(25)/2.2)+1:RESTORE 1450:F
OR I=1 TO X:READ L$:NEXT I
NK 1466 IF SE THEN ? "The ";Z$;" ";L$;"s
you!":RETURN
OH 1468 ? "You ";L$;" the ";Z$;"!":RETURN
NP 1470 ? "Heal:";D(10);" Healp:";D(11);
" Direb:";D(12);" >D";
UE 1472 POKE 702,64:POKE 694,0:GET #2,A:L
$=CHR$(A):IF L$<"H" AND L$<"T" AND L
$<"F" THEN 1472
OU 1474 X=10+L$="T")+2*(L$="F"):IF D(X)<
1 THEN 1472
MA 1476 D(X)=D(X)-1:? L$:RETURN

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```

PB 1500 IF D(13)<1 THEN D(1)=0:? "You hav
e starved to death."
MW 1502 IF D(2)<24 OR D(1)<1 THEN 1510
XZ 1504 GOSUB 1905:? "You've found the Je
wel!":D(2)=100
ZV 1506 FOR I=0 TO 15:SETCOLOR 2,15-I,I:5
ETCOLOR 4,15-I,I:SOUND 0,200-I*10,8,I:
SOUND 1,205-I*10,12,I
AZ 1508 FOR X=1 TO 15:NEXT X:NEXT I:FOR I
=1 TO 100:NEXT I:SOUND 0,0,0,0:SOUND 1
,0,0,0:POKE 710,0:POKE 712,0
FQ 1510 ? "Total gold found : ";D(7)
VN 1515 ? :? "Another game? ";:GOSUB YN:I
F L$="Y" THEN 1000
DJ 1520 POKE 106,PEEK(106)+8:GRAPHICS 0:E
ND
ZJ 1600 GOSUB 1905:? "Saving your game...
":TRAP 1612:CLOSE #1:OPEN #1,12,0,"D:A
RSAVE"
BZ 1602 TRAP 1615:NOTE #1,SE,BY:INPUT #1,
Z$
SR 1604 IF Z$=N$ OR Z$="THIS ACCOUNT IS F
REE" THEN 1610
TC 1606 INPUT #1,Z$:INPUT #1,Z$:INPUT #1,
Z$:FOR I=1 TO 15:GET #1,F:NEXT I:GOTO
1602
ZT 1610 POINT #1,SE,BY:GOTO 1620
VC 1612 CLOSE #1:OPEN #1,8,0,"D:ARSAVE":O
TO 1620
EG 1615 CLOSE #1:OPEN #1,9,0,"D:ARSAVE"
YU 1620 ? #1;N$:? #1;M$:? #1;CON$:? #1;P
T$
UG 1622 FOR I=1 TO 6:PUT #1,D(I):NEXT I:F
OR I=10 TO 16:PUT #1,D(I):NEXT I
XG 1624 SE=INT(D(7)/256):BY=D(7)-SE*256:P
UT #1,SE:PUT #1,BY:CLOSE #1
UU 1626 ? "H";:GOTO 1515
MY 1650 ? "Loading game...":TRAP 1680:CL
OSE #1:OPEN #1,12,0,"D:ARSAVE"
YM 1652 NOTE #1,SE,BY:INPUT #1,Z$:IF Z$=N
$ THEN 1660
IO 1654 INPUT #1,Z$:INPUT #1,Z$:INPUT #1,
Z$:FOR I=1 TO 15:GET #1,F:NEXT I:GOTO
1652
KT 1660 INPUT #1,M$:INPUT #1,CON$:INPUT
#1,PT$
CN 1662 FOR I=1 TO 6:GET #1,F:D(I)=F:NEXT
I
GG 1664 FOR I=10 TO 16:GET #1,F:D(I)=F:NE
XT I:GET #1,X:GET #1,I:D(7)=X*256+I
BP 1666 POINT #1,SE,BY:? #1;"THIS ACCOUNT
IS FREE":CLOSE #1
UA 1670 GOSUB 1900:D(25)=D(6)
GL 1672 FOR I=1 TO LEN(CON$):IF ASC(CON$(
I,I))<128 THEN D(6)=I:GOSUB 1930
BI 1674 NEXT I:D(6)=D(25):GOSUB 1945:GOTO
1100
BQ 1680 CLOSE #1:? "D:ARSAVE":RETURN
IE 1900 ? "Move Inventory (R
est Level ";D(2):? "Down Stairs (W
ait Have/Quit):?
TA 1902 D(8)=0:D(9)=0:RETURN
LJ 1905 POKE 752,1:POSITION D(8),15:? "
";D(8)=0:RETURN
QX 1920 X=ASC(MZ$(D(6))):IF X>127 THEN X=
X-128
RT 1922 D(20)=(X/2>INT(X/2)):D(23)=(X/7)
:D(22)=(X-D(23)*8/3):D(21)=(X-D(23)*8-
D(22)*4)/1:RETURN
MD 1930 BY=INT((I-1)/8):SE=I-BY*8:POSITIO
N SE*3,BY*3+3:GOSUB 1920
UF 1932 L$=" ";X$="":IF
M$(1,1)<" " THEN L$=" ";X$=" ";IF
M$(1,1)<" " THEN L$=" ";X$=" "
WH 1933 IF CON$(I,I)="5" OR CON$(I,1)="H"
THEN L$(9,9)="%"
KF 1934 DATA 2,10,16,8
ME 1936 RESTORE 1934:FOR F=0 TO 3:READ BY
:IF D(20+F) THEN L$(BY,BY)=X$
BY 1938 NEXT F:POKE 752,1:? L$:D(8)=D(8)
+3:D(9)=D(9)+2:RETURN
TP 1940 I=D(6):BY=INT((I-1)/8):SE=I-BY*8-
1:POSITION SE*3+4,BY*3+4:? "H";:RETUR
N
ES 1941 GOSUB 1940:X$="H":IF ASC(MZ$(I))<
128 THEN X$="H"
BE 1942 IF CON$(I,I)="5" THEN X$="H"
QM 1943 IF CON$(I,I)="5" AND D(2)=24 THEN
X$="H"
YU 1944 GOTO 1948

```


TB	1040 DATA 0240000000000000000000000000240 240480000000000126000000000000000000000000 00000002800800000000006012024
QO	1050 DATA 04809619200000001242302382462 301240000000280600028028028028062000000124 206028056112254000000124206
AJ	1060 DATA 06001420612400000000300621102 06254014000000254224252006198124000000 124224252230230124000000254
RO	1070 DATA 2060280560560560560000001242301 24230230124000000124206206126014124000 000000028008000028000000000
IO	1080 DATA 0080280080000240240480060120 24048024012006000000000126000000126000 000096048024012024048096000
GB	1090 DATA 000124206028056000056000000 2423023823822412600000014030062110254 206096000252110124110110124
OM	1100 DATA 0000001262302242242301240000 00248236236236236248000000252230248224 230252000000252230224248224
NY	1110 DATA 2240000001242302242382301240 0000023023025423023023000000120056056 056056056000000126110014014
WT	1120 DATA 2061240000002302362482362302 30006000240224224224230254000000230230 254214214198000000252230230
MV	1130 DATA 2302302360240001242302302302 30124000000252198182124224224000000124 2302302302301240140000252198
FJ	1140 DATA 182124236230006001262301120 28206124000000254216024024024024000000 230230230230230124000000230
OY	1150 DATA 2302302301240560000002302302 30234220246000000230108056056108230006 000230230124056056056000000
QL	1160 DATA 2540120240480962540000240480 48096048048024000000192096048024012006 00048024024012024024048000
QA	1170 DATA 01605610800000000000000000000 00000000000002550000000054127127062028 008000024024024031031024024
GD	1180 DATA 02400300330030030030030030030 24024024248248000000000024024024248248 024024024000000000248248024
UY	1190 DATA 02402400030070140280561122241 92192224112056028014007003001003007015 031063127255003006059126055
IP	1200 DATA 0612381241281922242402482522 54255104060031061055030003000059062118 236252216096192255255000000
NG	1210 DATA 00000000000000000000000000000 0025525506411222012621412411005500028 028119119008028000000000000
GZ	1220 DATA 031031024024240000000002552 550000000002402402425525502402402400 000060126126126060000000227
DL	1230 DATA 2212552391890000001921921921 9219219219219200000000255255024024024 02402402425525500000000046
CO	1240 DATA 0520600280560280600540240240 24031031000000000120096120096126024030 000000024060126000024024000
HZ	1250 DATA 0000240240001260600240000000 320962380960320000000000000012206012008 00000000060066255195102060
KG	1260 DATA 0240000001200121242361260000 0024022425223023025200000000124236224 23612000000014012124236236
DG	1270 DATA 124000000001242302522241240 00000030054120048048048096000000126236 10806020424800022422425230
AB	1280 DATA 2302360000000560001200560560 56000000014000030014014206252000224224 236248236230006000120056056
FI	1290 DATA 0560561240000000002362542542 1421400000000252230230230236000000000 12423023023012400000000252
S5	1300 DATA 1101101240961920000001262362 3612401200600000025230236224224000000 000124224124014124000000112
HJ	1310 DATA 048120048054030000000002062 0620620612400000000230230230124056000 000000230230214254238000000
EI	1320 DATA 0001020600240601020600000001 10206110062206252000000254028056112254 000000024060126126024060000
XZ	1330 DATA 0240240240240240240240240240 261201241101020060000008024056120056024 008000016024028030028024016
DR	1340 DATA 000

LISTING 2

```


G1 10 REM ATARI ROGUE, LISTING TWO
SY 20 REM BY ROBERT JUNG
FW 30 REM (c) 1985, ANTIC PUBLISHING
CQ 40 REM (LINES 10-220 MAY BE USED WITH
    OTHER BASIC LOADERS IN THIS ISSUE.
IS 45 REM CHANGE LINE 70 AS NECESSARY.)
MG 50 DIM FNS$(20),TEMPS$(20),ARS$(93)
HO 60 DPL=PEEK(10592):POKE 10592,255
TZ 70 FNS$="D:AROGUE.FNT":REM THIS IS THE
    NAME OF THE DISK FILE TO BE CREATED
YS 80 GRAPHICS 0:? "  ANTIC'S GENERIC
    BASIC LOADER"
CD 90 ? , "BY CHARLES JACKSON"
PW 100 POKE 10592,DPL:TRAP 170
PO 110 ? :? :? "Creating ";FNS$:? "...Please
    stand by."
LQ 120 RESTORE :READ LN:LM=LN:DIM AS$(LN):
    C=1
BK 130 ARS$="":READ AR$
XW 140 FOR X=1 TO LEN(ARS$) STEP 3:POKE 75
    2,255
DG 150 LM=LM-1:POSITION 10,10:? "(Countdo
    wn...T-";INT(LM/10);") "
UY 160 AS$(C,C)=CHR$(VAL(ARS$(X,X+2))):C=C+
    1:NEXT X:GOTO 130
MZ 170 IF PEEK(195)=5 THEN ? :? :? "TOO
    MANY DATA LINES!":? "CANNOT CREATE FIL
    E!":END
CZ 180 IF C<LN+1 THEN ? :? "TOO FEW DATA
    LINES!":? "CANNOT CREATE FILE!":END
AL 200 OPEN #1,8,0,FNS$
PP 210 POKE 766,1:? #1;ARS$:POKE 766,0
AF 220 CLOSE #1:GRAPHICS 0:? "
    "
GK 1000 DATA 1024
QM 1010 DATA 00000000000000000000000000000000
    5605605605600005600000102102068000000
    000000096003016002192006129
WN 1020 DATA 0160240621120600141240240000
    00224096056024014006003028054028056111
    1020590000000028024048000000
HY 1030 DATA 0000000000120240240240240120
    0000004802402402402404800000102060255
    060102000000000024024126024

```


NEW OWNERS COLUMN

Article on page 37

LISTING 1

Don't type the
TYPO II Codes! 

```

QF 10 REM THE NEW OWNER'S COLUMN #14
PQ 20 REM BY DAVID PLOTKIN
HA 30 REM (c) 1987, ANTIC PUBLISHING
RS 40 GRAPHICS (1+16):REM FULL TITLE SCRE
EN
YG 50 SETCOLOR 4,3,2:REM RED BACKGROUND
LI 60 POSITION 3,5:PRINT #6;"Antic Press";
BS";
PE 70 DIM KEYTABLE(10):RESTORE 80:FOR X=1
TO 10:READ Y:KEYTABLE(X)=Y:NEXT X
AK 80 DATA 63,62,58,56,61,57,1,5,0,2
OF 90 FOR LP=1 TO 13:READ DT:COLOR DT:REM
GET DATA FOR THE LETTERS
GI 100 FOR LP1=2 TO 17-LP:PLOT LP1,8:REM
SLIDE THE LETTERS ONTO THE SCREEN
OB 110 FOR WAIT=1 TO 5:NEXT WAIT:REM A SH
ORT DELAY LOOP
LL 120 NEXT LP1
QD 130 COLOR 32:FOR LP1=16-LP TO 2 STEP -
1:PLOT LP1,8:REM PRINT SPACES
FX 140 FOR WAIT=1 TO 10:NEXT WAIT:REM A S
HORT DELAY LOOP
LR 150 NEXT LP1
PD 160 NEXT LP
QN 170 DATA 82,101,196,238,73,114,199,32,
238,65,103,210,239
GK 180 POSITION 3,16:? #6;"PRESS ANY KEY"
:POSITION 4,17:? #6;"TO CONTINUE";
JJ 190 POKE 764,255:REM CLEAR THE KEYBOAR
D BUFFER. THIS IS USEFUL WHEN YOU WANT
TO READ A KEY.
GP 200 IF PEEK(764)<>255 THEN POKE 764,25
5:GOTO 240:REM A KEY HAS BEEN PRESSED.
DOESN'T MATTER WHICH ONE...
EY 210 HOLD=PEEK(708):POKE 708,PEEK(709):
POKE 709,PEEK(710):POKE 710,PEEK(711):
POKE 711,HOLD
FN 220 REM ABOVE, WE USE THE PEEK/POKE ME
THOD TO ROTATE THE COLORS IN THE COLOR
REGISTERS
RM 230 FOR WAIT=1 TO 10:NEXT WAIT:GOTO 20
0
HY 240 DIM ANSWERS(10)
GC 250 GRAPHICS 2+16:REM LARGE LETTERS
GU 260 REM GET THE TEMPO
YD 270 POSITION 1,2:? #6;"PRESS ENTER":P
OSITION 1,3:? #6;"TO SELECT TEMPO"
BF 280 POSITION 1,4:? #6;"PRESS ENTER":PO
SITION 1,5:? #6;"WHEN YOU ARE"
QG 290 POSITION 1,6:? #6;"READY TO PLAY":
TEMPO=1
SE 300 POSITION 1,8:? #6;"tempo ";TEMPO:C
ONSOLE=53279:REM LOCATION TO READ THE
SELECT/START/OPTION BUTTONS
NW 310 IF PEEK(CONSOLE)=5 THEN TEMPO=TEM
PO+1:IF TEMPO=6 THEN TEMPO=1:REM THE SE
LECT BUTTON WAS PRESSED
QF 320 POSITION 7,8:? #6;TEMPO
EX 330 IF PEEK(CONSOLE)=6 THEN 350:REM TH
E START BUTTON WAS PRESSED
UY 340 FOR WAIT=1 TO 30:NEXT WAIT:GOTO 31
0
UP 350 GRAPHICS 7:REM HI-RES. 4-COLOR GRA
PHICS MODE
BL 360 REM SET-UP THE KEYBOARD ON THE SCR
EEN.
HW 370 SETCOLOR 4,6,2:REM PURPLE BACKGROU
ND
IG 380 SETCOLOR 0,5,4:SETCOLOR 1,0,8:SETC
OLOR 2,6,2:REM SET THE COLORS YOU WANT
QE 390 COLOR 1:FOR X=20 TO 130 STEP 12:PL
OT X,40:DRAWTO X+10,40:DRAWTO X+10,77:
DRAWTO X,77
EA 400 DRAWTO X,40:NEXT X:REM DRAW THE OU
TLINE OF EACH KEY IN COLOR 1
SS 410 COLOR 2:FOR X=20 TO 130 STEP 12:FO
R Y=40 TO 75
OE 420 PLOT X+1,Y+1:DRAWTO X+9,Y+1
NW 430 NEXT Y:NEXT X:REM FILL IN THE KEYS
IN COLOR 2
ER 440 REM DRAW THE LETTERS
CV 450 COLOR 2:PLOT 23,35:DRAWTO 23,30:DR
AWTO 27,30:DRAWTO 27,35:PLOT 23,32:DR
AWTO 27,32:REM THE LETTER "A"
OZ 460 PLOT 35,35:DRAWTO 39,35:DRAWTO 39,
32:DRAWTO 35,32:DRAWTO 35,30:DRAWTO 39
,30:REM THE LETTER "S"
IX 470 PLOT 47,35:DRAWTO 47,30:DRAWTO 50,
30:PLOT 51,31:DRAWTO 51,34:PLOT 50,35:
DRAWTO 47,35:REM THE LETTER "D"
QH 480 PLOT 59,35:DRAWTO 59,30:DRAWTO 63,
30:PLOT 59,33:DRAWTO 62,33:REM THE LET
TER "F"
DY 490 PLOT 73,33:DRAWTO 75,33:DRAWTO 75,
35:DRAWTO 71,35:DRAWTO 71,30:DRAWTO 75
,30:REM THE LETTER "G"
NL 500 PLOT 83,35:DRAWTO 83,30:PLOT 87,30
:DRAWTO 87,35:PLOT 83,33:DRAWTO 87,33:
REM THE LETTER "H"
XR 510 PLOT 95,33:DRAWTO 95,35:DRAWTO 99,
35:DRAWTO 99,30:REM THE LETTER "J"
XD 520 PLOT 107,35:DRAWTO 107,30:PLOT 107
,33:DRAWTO 111,30:PLOT 107,33:DRAWTO 1
11,35:REM THE LETTER "K"
HT 530 PLOT 123,35:DRAWTO 119,35:DRAWTO 1
19,30:REM THE LETTER "L"
GZ 540 PLOT 134,31:PLOT 134,32:PLOT 134,3
4:PLOT 133,35:REM THE LETTER ";,"
LI 550 REM THE ABOVE IS ONE WAY TO PUT LE
TTERS ON A GRAPHICS SCREEN.
YZ 560 POKE 752,1:? " " B C D E F G
A B C D"
MZ 570 REM INITIALIZE OUR SOUND ROUTINES
PU 580 DIM NTES(10):RESTORE 590:FOR X=1 T
O 10:READ NTE:NTES(X)=NTE:NEXT X
UP 590 DATA 128,121,108,96,91,81,72,64,60
,53
NG 600 KEY=PEEK(764):IF KEY=255 THEN 600
BX 610 IF KEY=28 THEN 690
KV 620 POKE 764,255:NTI=1
FJ 630 IF KEY=KEYTABLE(NTI) THEN NT=NTI:G
OTO 650
ZF 640 NTI=NTI+1:ON ((NTI(11)+1) GOTO 680
,630
OD 650 SOUND 0,NTES(NTI),10,10
OC 660 COLOR 1:PLOT 13+NTI*12,60
HN 670 FOR COUNT=1 TO TEMPO*10:NEXT COUNT
:SOUND 0,0,0,0:COLOR 2:PLOT 13+NT*12,6
0
NZ 680 GOTO 600
LB 690 SOUND 0,0,0,0:GRAPHICS 0
NW 700 END

```

LISTING 2

```

WJ 10 REM SOUND MENU
PT 12 REM BY DAVID PLOTKIN
HG 14 REM (c) 1987, ANTIC PUBLISHING
OD 16 GRAPHICS 0:? "Choose Your Sound:":?
:? "A RIFLE SHOT"
TY 18 ? "B BOMB":? "C SIREN":? "D EUROPEA
N SIREN"
AP 20 ? "E WHISTLE & BOMB":? "F SAWING WO
OD":? "G GENTLEMEN, START YOUR ENGINES
"
XD 30 POKE 752,0:POKE 77,0:POSITION 0,15:
? "Which Sound":INPUT A
MD 35 POKE 752,1:? :POKE 77,128

```



```

NM 40 ON A GOSUB 100,300,500,700,800,1000
,1200
SE 50 GOTO 30
LF 100 REM RIFLE SHOT
DI 110 DUR=3
UV 120 PITCH=20:GOSUB 160
EW 130 SOUND 1,0,0,0:SOUND 2,0,0,0
IU 140 SOUND 0,0,0,0:SOUND 1,0,0,0:SOUND
2,0,0,0:RETURN
CF 160 SOUND 2,75,8,15
TL 170 ICR=0.62+DUR/100
VX 180 V1=15:V2=15:V3=15
IN 190 SOUND 0,PITCH,8,V1
OR 200 SOUND 1,PITCH+20,8,V2
RJ 210 SOUND 2,PITCH+50,8,V2
OX 220 V1=V1*ICR
UY 230 V2=V2*(ICR+0.05)
XU 240 V3=V3*(ICR+0.08)
ST 250 IF V3>1 THEN 190
RK 260 SOUND 0,0,0,0:RETURN
MR 300 REM BOMB
EU 310 DUR=7
Y5 320 PITCH=50:GOSUB 360
EY 330 SOUND 1,0,0,0:SOUND 2,0,0,0
IW 340 SOUND 0,0,0,0:SOUND 1,0,0,0:SOUND
2,0,0,0:RETURN
CH 360 SOUND 2,75,8,15
FF 370 ICR=0.8+DUR/100
VZ 380 V1=15:V2=15:V3=15
IP 390 SOUND 0,PITCH,8,V1
OT 400 SOUND 1,PITCH+20,8,V2
RL 410 SOUND 2,PITCH+50,8,V2
OZ 420 V1=V1*ICR
VA 430 V2=V2*(ICR+0.05)
XW 440 V3=V3*(ICR+0.08)
UF 450 IF V3>1 THEN 390
RM 460 SOUND 0,0,0,0:RETURN
GV 500 REM SIREN
VG 510 DUR=10
RQ 520 LO=50:HI=35:STP=-0.5
LU 530 FOR TIME=1 TO DUR
CD 540 FOR PITCH=LO TO HI STEP STP
SK 550 SOUND 0,PITCH,10,14
TB 560 FOR WAIT=1 TO 15:NEXT WAIT
UZ 570 NEXT PITCH
AG 580 XX=LO:LO=HI:HI=XX:STP=-STP
HR 590 NEXT TIME
RC 600 SOUND 0,0,0,0:RETURN
JM 700 REM EUROPEAN SIREN
EG 710 DUR=5
OX 720 LO=57:HI=45:PITCH=HI
NC 730 FOR TIME=0 TO DUR*2
SK 740 SOUND 0,PITCH,10,14
JT 750 FOR WAIT=1 TO 180:NEXT WAIT
OX 760 PITCH=LO:LO=HI:HI=PITCH
HP 770 NEXT TIME
RT 780 SOUND 0,0,0,0:RETURN

```

```

OA 800 REM WHISTLE AND BOMB
EH 810 DUR=5
VG 820 V1=4:FOR PITCH=30 TO 75
VA 830 SOUND 0,PITCH,10,V1
DX 840 SOUND 1,PITCH+3,10,V1*0.7
BI 850 FOR WAIT=1 TO DUR*3:NEXT WAIT
NI 860 V1=V1*1.03:NEXT PITCH
YJ 870 SOUND 2,35,8,12
WE 880 V1=15:V2=15:V3=15
QP 890 PITCH=DUR+5:ICR=0.8+DUR/100
ID 900 SOUND 0,PITCH,8,V1
PA 910 SOUND 1,PITCH+20,8,V2
SR 920 SOUND 2,PITCH+50,8,V3
PG 930 V1=V1*ICR
VH 940 V2=V2*(ICR+0.05)
YD 950 V3=V3*(ICR+0.08)
SB 960 IF V3>1 THEN 900
JI 970 SOUND 0,0,0,0:SOUND 1,0,0,0:SOUND
2,0,0,0:RETURN
LH 1000 REM SAWING WOOD
BG 1010 DUR=8
MA 1020 FOR TIME=1 TO DUR
QC 1030 ST=16:VL=12:GOSUB 1060
QJ 1040 ST=18:VL=8:GOSUB 1060
AO 1050 NEXT TIME:RETURN
ID 1060 FOR PITCH=ST+5 TO ST STEP -1
KT 1070 GOSUB 1130:NEXT PITCH
MO 1080 FOR PITCH=ST TO ST+5
LN 1090 GOSUB 1140:NEXT PITCH
TV 1100 SOUND 0,0,0,0:SOUND 1,0,0,0
QN 1110 FOR WAIT=1 TO 25:NEXT WAIT
AH 1120 RETURN
ET 1130 SOUND 0,PITCH,4,VL
OL 1140 SOUND 1,PITCH,8,VL*0.7
DU 1150 FOR WAIT=1 TO 3:NEXT WAIT:RETURN
FH 1200 REM GENTLEMEN, START YOUR ENGINES

YO 1210 FOR TIMES=1 TO 3
CT 1220 FOR CYCLES=1 TO 5
BX 1230 SOUND 0,200-CYCLES*20,0,14-CYCLES
MY 1240 FOR WAIT=1 TO 25:NEXT WAIT:NEXT C
YCLES
EU 1250 FOR CYCLES=1 TO 7
WZ 1260 SOUND 0,CYCLES*20,0,14-CYCLES
NH 1270 FOR WAIT=1 TO 25:NEXT WAIT:NEXT C
YCLES
TO 1280 SOUND 0,0,0,0:FOR WAIT=1 TO 100:N
EXT WAIT
LR 1290 NEXT TIMES
JY 1300 SOUND 0,100,4,8
UY 1310 FOR WAIT=1 TO 2000:NEXT WAIT
JE 1320 FOR W=200 TO 50 STEP -1
ZN 1330 SOUND 0,W,2,10:FOR WAIT=1 TO 10:N
EXT WAIT
XK 1340 NEXT W:SOUND 0,50,2,8
JY 1350 FOR WAIT=1 TO 2000:NEXT WAIT:RETU
RN

```

ST RESOURCE

ANTIC TOWERS

Article on page 57

LISTING 1

```

1000  '
1010  'Antic Towers
1020  '(C) 1987 Antic Publishing V. 010487
1030  'Written by Steve Everman & Paul Pratt
1040  '
1050  '-----
1060  A$=chr$(0)+chr$(0)+chr$(0)+chr$(0): BELL$=chr$( 7 )
1070  A=varptr( A$ ): A1=int( A/65536 ): A2=A-( A1*65536 )
1080  randomize 0
1090  HANDLE=2: EXIT=2: TRUE=1: FALSE=( not TRUE )
1100  GRAF.MKSTATE=79: FORM.ALERT=52: WIND.SET=105
1110  '
1120  A#=GB

```

TYPO ST codes for
ANTIC TOWERS!
Don't type these.

```

1000 :00F2
1010 :055C
1020 :0A33
1030 :0D4B
1040 :00EC
1050 :07F5
1060 :0D15
1070 :0BE7
1080 :04C2
1090 :0B74
1100 :0BE7
1110 :00EA
1120 :01EE

```

continued on next page

1130	CONTROL=peek(A#)	1130	:057D
1140	GINTOUT=peek(A#+12)	1140	:0615
1150	GINTIN=peek(A#+8)	1150	:058A
1160	dim STACK(3, 9),KOL%(16)	1160	:0650
1170	gosub SET.PALETTE	1170	:0612
1180	fullw 2: clearw 2	1180	:0610
1190	if peek(SYSTAB)<>4 then gosub WARNING	1190	:0BF9
1200	if peek(SYSTAB)<>4 then gosub ALERTBOX	1200	:0C3C
1210	if CHOICE=EXIT then end	1210	:079B
1220	gotoxy 0,0: Print BELL\$;: color 1,0,0	1220	:0B22
1230	for X=0 to 20	1230	:0417
1240	gosub POLYLINE	1240	:0553
1250	next X	1250	:02DF
1260	gosub ED.BOX: gosub FIND.HI	1260	:08C3
1270	OLD.DISK=NUMDISK	1270	:055A
1280	gosub SET.ARRAY: gosub SCREEN.SET.UP	1280	:0B8B
1290	gotoxy 14,2: Print "[READY]"	1290	:0911
1300	,	1300	:00EB
1310	,-----	1310	:05D8
1320	MAIN:	1320	:0225
1330	gosub GET.MOUSE	1330	:057E
1340	while NEW.PRESS <>3	1340	:0633
1350	gosub GET.MOUSE	1350	:0580
1360	gosub SHOW	1360	:042B
1370	while STACK(2,8-NUMDISK)=0 and STACK(3,8-NUMDISK)=0	1370	:0E3C
1380	gosub GET.MOUSE	1380	:0583
1390	if NEW.PRESS=1 and FALL=1 and INAIR=0 then gosub PULL	1390	:0F8E
1400	if NEW.PRESS=1 and FALL=1 and INAIR>0 then gosub DOWN	1400	:0F82
1410	wend	1410	:0274
1420	gosub REWARD	1420	:04AC
1430	gosub NEW.GAME	1430	:051A
1440	wend	1440	:0277
1450	color 5	1450	:031E
1460	end	1460	:0202
1470	,	1470	:00F3
1480	,-----	1480	:052C
1490	FIND.HI:	1490	:02E8
1500	color 10: gotoxy 5,1: Print "How many disks do you want?"	1500	:1291
1510	R=4: gosub REVERSE: color 11	1510	:08BB
1520	for X=0 to 6	1520	:03ED
1530	\$\$=chr\$(32)+chr\$(49+X)+chr\$(32)	1530	:08A3
1540	gotoxy 4+X*4,3: Print \$\$	1540	:07C6
1550	next X	1550	:02E2
1560	gotoxy 15,5: Print "EXIT"	1560	:0822
1570	R=1: gosub REVERSE: color 1	1570	:088D
1580	while NEW.PRESS<>1 or MX>277 or MX <30 or MY>65 or MY<40	1580	:0F17
1590	gosub GET.MOUSE	1590	:0586
1600	X.CHECK=FALSE: Y.CHECK=FALSE	1600	:081A
1610	if MX>135 and MX<168 then X.CHECK=TRUE	1610	:0AD6
1620	if MY>68 and MY<77 then Y.CHECK=TRUE	1620	:0A7E
1630	if NEW.PRESS and X.CHECK and Y.CHECK then end	1630	:0D53
1640	wend	1640	:0279
1650	gosub HIDE	1650	:0406
1660	for X=1 to 5	1660	:03F2
1670	gotoxy 2,X: Print "	1670	:06D9
1680	next	1680	:028E
1690	gosub SHOW: NUMDISK=int((MX+8)/36)	1690	:0A50
1700	return	1700	:0368
1710	,	1710	:00F0
1720	,-----	1720	:06EB
1730	FIND.TOP:	1730	:0347
1740	gosub GET.MOUSE	1740	:0583
1750	SOURCEX=154: DISK.POLE=2	1750	:06FF
1760	if MX>199 then SOURCEX=246: DISK.POLE=3	1760	:0B07
1770	if MX<107 then SOURCEX=62: DISK.POLE=1	1770	:0AC5
1780	for Y=1 to 8	1780	:03F9
1790	if STACK(DISK.POLE,Y-1)=0 then TOP=Y	1790	:0A78
1800	next Y	1800	:02E1
1810	return	1810	:036A
1820	,	1820	:00F2


```

1830 '-----
1840 PULL:
1850 gosub FIND.TOP: if TOP>7 then return
1860 INAIR=STACK( DISK.POLE, TOP )
1870 '
1880 PULL.UP:
1890 gosub HIDE
1900 X1=SOURCEX-40: X2=SOURCEX+40
1910 Y1=87+TOP*11: Y2=Y1+10
1920 XD1=115: XD2=195: YD1=40: YD2=50
1930 gosub VRO.COPYFORM
1940 XD1=X1: XD2=X2: YD1=Y1: YD2=Y2
1950 X1=22: X2=102: Y1=87: Y2=97
1960 gosub VRO.COPYFORM: gosub SHOW
1970 STACK( DISK.POLE, TOP )=0
1980 return
1990 '
2000 '-----
2010 DOWN:
2020 gosub FIND.TOP
2030 if INAIR > STACK( DISK.POLE, TOP ) then return
2040 '
2050 PUT.DOWN:
2060 gosub HIDE
2070 X1=115: X2=195: Y1=40: Y2=50
2080 XD1=SOURCEX-40: XD2=SOURCEX+40
2090 YD1=76+TOP*11: YD2=YD1+10
2100 OLD.DISK=NUMDISK
2110 gosub VRO.COPYFORM
2120 gosub SHOW
2130 STACK( DISK.POLE, TOP-1 )=INAIR
2140 '
2150 ERRASE:
2160 X1=15: X2=95: Y1=55: Y2=65
2170 XD1=115: XD2=195: YD1=40: YD2=50
2180 gosub VRO.COPYFORM
2190 INAIR=0: Print BELL$;
2200 return
2210 '
2220 '-----
2230 NEW.GAME:
2240 gosub FIND.HI
2250 gosub SET.ARRAY
2260 if NUMDISK>OLD.DISK then gosub SEE.DISKS
2270 while NUMDISK<OLD.DISK
2280 TOP=TOP+1
2290 gosub PULL.UP
2300 gotoxy 0,0
2310 for D=0 to 350: next D
2320 gosub ERRASE
2330 OLD.DISK=OLD.DISK-1
2340 wend
2350 gotoxy 14,2: Print "[ READY ]"
2360 return
2370 '
2380 '-----
2390 SET.ARRAY:
2400 for X=0 to 8
2410 STACK( 1, X )=X*10
2420 STACK( 2, X )=0
2430 STACK( 3, X )=0
2440 next X
2450 for Y=0 to 7-NUMDISK
2460 STACK( 1, Y )=0
2470 next Y
2480 for X=0 to 3
2490 STACK( X, 8 )=80
2500 next X
2510 return
2520 '

```

```

1830 :06ED
1840 :0244
1850 :0BFO
1860 :07EE
1870 :00F7
1880 :031B
1890 :040C
1900 :0803
1910 :05C3
1920 :07A5
1930 :0681
1940 :07D0
1950 :066F
1960 :0A1F
1970 :06AD
1980 :0372
1990 :00FA
2000 :06E3
2010 :0235
2020 :0526
2030 :0D03
2040 :00ED
2050 :0360
2060 :0402
2070 :0692
2080 :088B
2090 :068D
2100 :0553
2110 :0678
2120 :0426
2130 :0843
2140 :00EE
2150 :02C4
2160 :063C
2170 :07A3
2180 :067F
2190 :0691
2200 :0364
2210 :00EC
2220 :06BA
2230 :0333
2240 :04C8
2250 :0582
2260 :0C82
2270 :0773
2280 :034B
2290 :04FD
2300 :03FB
2310 :0676
2320 :04A9
2330 :05D3
2340 :0277
2350 :090F
2360 :036B
2370 :00F3
2380 :063A
2390 :03A1
2400 :03ED
2410 :0463
2420 :03B2
2430 :03B4
2440 :02E1
2450 :063A
2460 :03B6
2470 :02E5
2480 :03F0
2490 :03F7
2500 :02DE
2510 :0368
2520 :00F0

```

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```

2530 '-----
2540 SCREEN.SET.UP:
2550 gosub HIDE
2560 FC=10: gosub FILCOL
2570 X1=8: Y1=175: X2=300: Y2=188
2580 gosub DISK
2590 Y1=80: Y2=180
2600 for X1=59 to 265 step 92
2610     X2=X1+6
2620     gosub DISK
2630 next X1
2640 '
2650 SEE.DISKS:
2660 Y1=164: Y2=174
2670 for Y=7 to 8-NUMDISK step -1
2680     gosub DRAW.DISK
2690 next Y
2700 return
2710 '
2720 '-----
2730 DRAW.DISK:
2740 gotoxy 0, 0: print BELLS;
2750 FC=1+STACK( 1, Y )/10: gosub FILCOL
2760 X1=57-( STACK( 1, Y )/2 )
2770 X2=X1+STACK( 1, Y )+10
2780 gosub DISK
2790 Y1=Y1-11: Y2=Y2-11
2800 return
2810 '
2820 '-----
2830 REWARD:
2840 for Y=NUMDISK-1 to 0 step -1
2850     color TOP+Y: gotoxy 10,1: print "CONGRATULATIONS"
2860     for X=0 to 7
2870         print BELLS;
2880         for D=0 to 100: next D
2890     next X
2900     color 1
2910 next Y
2920 gotoxy 10,1: print "  🎁  🎁  🎁  🎁  🎁  "
2930 '
2940 MOVE.BACK:
2950 SX=SOURCEX
2960 for TOP=7 to 8-NUMDISK step -1
2970     for Q=1 to 6
2980         gosub ROTATE
2990         sound 1, 2+Q*2, 1, Q, 2
3000     next Q
3010     SOURCEX=SX: gosub PULL.UP: TOP=TOP+1
3020     for Q=1 to 6
3030         gosub ROTATE
3040         sound 1, 16-Q*2, 1, 7-Q, 2
3050     next Q
3060     SOURCEX=62: gosub PUT.DOWN: TOP=TOP-1
3070 next TOP
3080 sound 0, 0, 0, 0, 0: gosub SET.PALETTE
3090 return
3100 '
3110 '-----
3120 ROTATE:
3130 HOLD=KOL%( 1 )
3140 for X=1 to 7
3150     KOL%( X )=KOL%( X+1 )
3160 next X
3170 KOL%( 7 )=HOLD
3180 defdb1 C: C=1114
3190 poke C,varptr( KOL%( 0 ))
3200 return
3210 '
3220 '-----

```

```

2530 :0664
2540 :04B2
2550 :0406
2560 :0607
2570 :06A1
2580 :041A
2590 :039A
2600 :06EA
2610 :027A
2620 :0415
2630 :0313
2640 :00F3
2650 :0390
2660 :03CE
2670 :0860
2680 :0577
2690 :02E9
2700 :0369
2710 :00F1
2720 :0665
2730 :038D
2740 :07E8
2750 :0910
2760 :055D
2770 :0554
2780 :041C
2790 :04CE
2800 :036A
2810 :00F2
2820 :0666
2830 :02CC
2840 :0851
2850 :0F2F
2860 :03F6
2870 :047C
2880 :067B
2890 :02EA
2900 :031B
2910 :02E4
2920 :06E0
2930 :00F5
2940 :037F
2950 :03E1
2960 :08FC
2970 :03F1
2980 :04C2
2990 :059C
3000 :02D3
3010 :0AF8
3020 :03E4
3030 :04B5
3040 :062A
3050 :02D8
3060 :0B0B
3070 :037C
3080 :0A17
3090 :036C
3100 :00EB
3110 :06E6
3120 :02CF
3130 :03B8
3140 :03EF
3150 :04CA
3160 :02E1
3170 :03C2
3180 :04F1
3190 :0767
3200 :0365
3210 :00ED
3220 :0742

```



```

3230 SET.PALETTE:
3240   restore COLOR.PALETTE
3250   for ENTRY=0 to 15
3260     read PALETTE.COLOR
3270     KOL%( ENTRY )=PALETTE.COLOR
3280   next ENTRY
3290   '
3300 COLOR.PALETTE:
3310   data 1911,1792,1856,85,1904,7
3320   data 80,1285,0,0,785,0
3330   data 0,0,0,785,1074
3340   '
3350   defdb1 C: C=1114
3360   poke C,varptr( KOL%( 0 ))
3370   return
3380   '
3390   '-----
3400 GET.MOUSE:
3410   gemsys( GRAF.MKSTATE )
3420   MX=peek( GINTOUT+2 )
3430   MY=peek( GINTOUT+4 )
3440   NEW.PRESS=peek( GINTOUT+6 )
3450   if OLD.PRESS<>NEW.PRESS then FALL=1 else FALL=0
3460   OLD.PRESS=NEW.PRESS
3470   return
3480   '
3490   '-----
3500 VRO.COPYFORM:
3510   poke CONTRL,109
3520   poke CONTRL+2,4
3530   poke CONTRL+6,1
3540   poke CONTRL+12,HANDLE
3550   poke CONTRL+14,A1
3560   poke CONTRL+16,A2
3570   poke CONTRL+18,A1
3580   poke CONTRL+20,A2
3590   poke INTIN,3
3600   poke PTSIN,X1
3610   poke PTSIN+2,Y1
3620   poke PTSIN+4,X2
3630   poke PTSIN+6,Y2
3640   poke PTSIN+8,HD1
3650   poke PTSIN+10,YD1
3660   poke PTSIN+12,HD2
3670   poke PTSIN+14,YD2
3680   vdisys( 0 )
3690   return
3700   '
3710   '-----
3720 HIDE:
3730   poke CONTRL,123
3740   poke CONTRL+2,0
3750   poke CONTRL+6,0
3760   poke CONTRL+12,HANDLE
3770   vdisys( 0 )
3780   return
3790   '
3800   '-----
3810 SHOW:
3820   poke CONTRL,122
3830   poke CONTRL+2,0
3840   poke CONTRL+6,1
3850   poke CONTRL+12,HANDLE
3860   poke INTIN,1
3870   vdisys( 0 )
3880   return
3890   '
3900   '-----
3910 ALERTBOX:
3920   ADDRIN=peek( AH+16 )

```

```

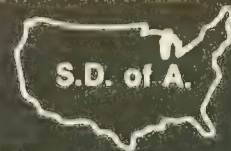
3230 :042B
3240 :0789
3250 :0559
3260 :0623
3270 :07B3
3280 :041E
3290 :00F5
3300 :04BC
3310 :0722
3320 :05AA
3330 :0513
3340 :00F1
3350 :04F0
3360 :0766
3370 :036D
3380 :00F5
3390 :0777
3400 :0398
3410 :0718
3420 :0628
3430 :062C
3440 :082E
3450 :0DC5
3460 :0649
3470 :036E
3480 :00F6
3490 :0778
3500 :0496
3510 :0510
3520 :0508
3530 :050A
3540 :06B3
3550 :057C
3560 :0580
3570 :0582
3580 :057D
3590 :0461
3600 :04BB
3610 :051A
3620 :051D
3630 :0521
3640 :0566
3650 :0591
3660 :0594
3670 :0598
3680 :03F4
3690 :0372
3700 :00F1
3710 :0773
3720 :0220
3730 :0510
3740 :0508
3750 :050D
3760 :06B7
3770 :03F4
3780 :0372
3790 :00FA
3800 :0773
3810 :0247
3820 :050F
3830 :0508
3840 :050E
3850 :06B7
3860 :045F
3870 :03F5
3880 :0373
3890 :00FB
3900 :0774
3910 :0368
3920 :05A9

```

continued on next page

3930	B#=ADDRIN	3930	:0323
3940	Poke GINTIN,0	3940	:04A4
3950	TEXT\$=TEXT\$+chr\$(0)+chr\$(0)	3950	:07FA
3960	Poke B#,varptr(TEXT\$)	3960	:076B
3970	gemsys(FORM.ALERT)	3970	:0696
3980	CHOICE=peek(GINTOUT)	3980	:06DC
3990	return	3990	:0375
4000	,	4000	:00EB
4010	,-----	4010	:06E6
4020		4020	:0316
4030		4030	:0D60
4040	WARNING:	4040	:0B6A
4050	TEXT\$="[0][This program works best]"	4050	:07EA
4060	TEXT\$=TEXT\$+" in LOW resolution.]"	4060	:036A
4070	TEXT\$=TEXT\$+"[Run EXIT]"	4070	:00F2
4080	return	4080	:06C0
4090	,	4090	:02A7
4100	,-----	4100	:0ABF
4110		4110	:0A36
4120	ED.BOX:	4120	:08F5
4130	REPLACES=" "+chr\$(127)+" Antic Towers /"	4130	:0800
4140	REPLACES=REPLACES+chr\$(127)+" "+chr\$(0)	4140	:081A
4150	Poke GINTIN+0,peek(SYSTAB+8)	4150	:05FF
4160	C#=GINTIN+4: Poke GINTIN+2,2	4160	:036B
4170	Poke C#,varptr(REPLACES)	4170	:00F3
4180	gemsys(WIND.SET)	4180	:06EE
4190	return	4190	:0324
4200	,	4200	:04D8
4210	,-----	4210	:0501
4220		4220	:0507
4230	REVERSE:	4230	:06B0
4240	Poke CONTRL,32	4240	:0479
4250	Poke CONTRL+2,0	4250	:03EF
4260	Poke CONTRL+6,1	4260	:036C
4270	Poke CONTRL+12,HANDLE	4270	:00F4
4280	Poke INTIN,R	4280	:06EF
4290	vdisys(1)	4290	:0375
4300	return	4300	:04AA
4310	,	4310	:0508
4320	,-----	4320	:0505
4330		4330	:06B1
4340	POLYLINE:	4340	:04E7
4350	Poke CONTRL,6	4350	:0545
4360	Poke CONTRL+2,6	4360	:05BC
4370	Poke CONTRL+4,0	4370	:054B
4380	Poke CONTRL+12,HANDLE	4380	:05C2
4390	Poke PTSIN,0+X	4390	:05ED
4400	Poke PTSIN+2,0+X	4400	:0572
4410	Poke PTSIN+4,639-X	4410	:05EA
4420	Poke PTSIN+6,0+X	4420	:0578
4430	Poke PTSIN+8,639-X	4430	:057B
4440	Poke PTSIN+10,199-X	4440	:03F0
4450	Poke PTSIN+12,0+X	4450	:036D
4460	Poke PTSIN+14,199-X	4460	:00F5
4470	Poke PTSIN+16,0+X	4470	:074A
4480	Poke PTSIN+18,0+X	4480	:0235
4490	vdisys(1)	4490	:04E0
4500	return	4500	:0505
4510	,	4510	:0508
4520	,-----	4520	:053D
4530		4530	:0539
4540	DISK:	4540	:04BF
4550	Poke CONTRL,11	4550	:051E
4560	Poke CONTRL+2,2	4560	:0521
4570	Poke CONTRL+6,0	4570	:0525
4580	Poke CONTRL+10,9	4580	:03F4
4590	Poke CONTRL+12,2	4590	:0372
4600	Poke PTSIN,X1	4600	:00F1
4610	Poke PTSIN+2,Y1	4610	:0719
4620	Poke PTSIN+4,X2	4620	:02BF
4630	Poke PTSIN+6,Y2	4630	:04E1
4640	vdisys(0)	4640	:0508
4650	return	4650	:050E
4660	,	4660	:053D
4670	,-----	4670	:04B7
4680		4680	:03F5
4690	FILCOL:	4690	:0373
		4630	Poke CONTRL,25
		4640	Poke CONTRL+2,0
		4650	Poke CONTRL+6,1
		4660	Poke CONTRL+12,2
		4670	Poke INTIN,FC
		4680	vdisys(0)
		4690	return

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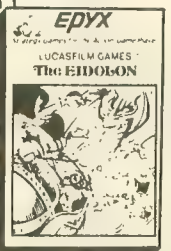
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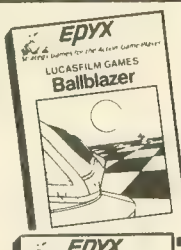
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Pascal and Modula-2 source code are nearly identical. Modula-2 should be thought of as an enhanced superset of Pascal. Professor Niklaus Wirth (the creator of Pascal) designed Modula-2 to replace Pascal.

Added features of Modula-2 not found in Pascal

- CASE has an ELSE and may contain subranges
- Programs may be broken up into Modules for separate compilation
- Machine level interface
 - Bit-wise operators
 - Direct port and Memory access
 - Absolute addressing
 - Interrupt structure
- Dynamic strings that may be any size
- Multi-tasking is supported
- Procedure variables
- Module version control
- Programmer definable scope of objects
- Open array parameters (VAR r: ARRAY OF REALS;)
- Elegant type transfer functions

Ramdisk Benchmarks (secs)	Compile	Link	Execute	Optimized Size
Sieve of Eratosthenes:	6.2	4.3	3.5	2600 bytes
Float	6.4	4.8	8.3	4844 bytes
Calc	5.5	4.2	3.3	2878 bytes
Null program	5.1	3.2	—	2370 bytes

```

MODULE Sieve;
CONST
  Size = 8190;
  FlagRange = [0..Size];
  FlagSet = SET OF FlagRange;
VAR
  Flags: FlagSet;
  i: FlagRange;
  Prime, k, Count, Iter: CARDINAL;
BEGIN
  ('SS-$R-$A+')
  FOR Iter:= 1 TO 10 DO
    Count:= 0;
    Flags:= FlagSet(); (* empty set *)
    FOR i:= 0 TO Size DO
      IF (i IN Flags) THEN
        Prime:= (i * 2) + 3; k:= i + Prime;
        WHILE k <= Size DO
          INCL (Flags, k);
          k:= k + Prime;
        END;
        Count:= Count + 1;
      END;
    END;
  END;
END Sieve.

```

```

MODULE Float;
FROM MathLib0 IMPORT sin, ln, exp, sqrt, arctan;
VAR x,y: REAL; i: CARDINAL;
BEGIN (*$T-$A-$S-$*)
  x:= 1.0;
  FOR i:= 1 TO 1000 DO
    y:= sin (x); y:= ln (x); y:= exp (x);
    y:= sqrt (x); y:= arctan (x);
    x:= x + 0.01;
  END;
END float.

```

```

MODULE calc;
VAR a,b,c: REAL; n, i: CARDINAL;
BEGIN (*$T-$A-$S-$*)
  n:= 5000;
  a:= 2.71828; b:= 3.14159; c:= 1.0;
  FOR i:= 1 TO n DO
    c:= c*a; c:= c*b; c:= c/a; c:= c/b;
  END;
END calc.

```

Product History

The TDI Modula-2 compiler has been running on the Pinnacle supermicro (Aug. '84), Amiga (Jan. '86) and will soon appear on the Macintosh and UNIX in the 4th Qtr. '86.

Regular Version \$79.95 Developer's Version \$149.95 Commercial Version \$299.95

The regular version contains all the features listed above. The developer's version supplies an extra diskette containing a symbol file decoder - link and load file disassemblers - a source file cross referencer - symbolic debugger - high level Windows library Module - Ramdisk and Print Spooler source files - Resource Compiler. The commercial version contains all of the Atari module source files.

Other Modula-2 Products

Kermit	- Contains full source plus \$15 connect time to Compuserve.	\$29.95
Examples	- Many Modula-2 example programs to show advanced programming techniques	\$24.95
GRID	- Sophisticated multi-key file access method with over 30 procedures to access variable length records.	\$49.95

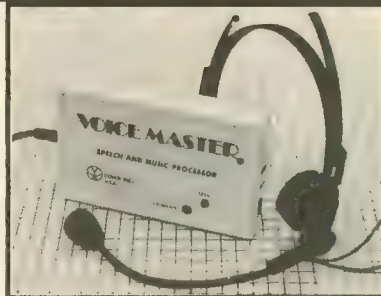
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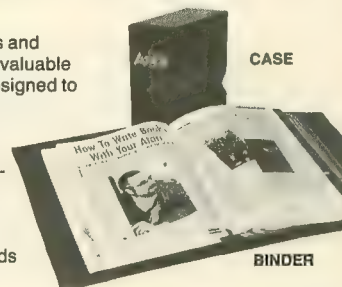
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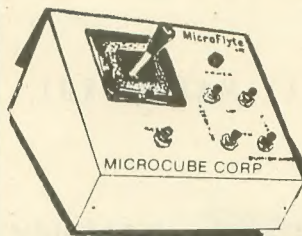
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BY BILL MARQUARDT, ANTIC TECHNICAL ASSISTANT

ST WRITER BASIC EDITING

Bruce Noonan, a physician from Edmonds, Washington suggests this format line when using ST Writer as a BASIC editor:

```
[CONTROL]-L 1
[CONTROL]-G 10
[CONTROL]-R 160
[CONTROL]-T 0
[CONTROL]-B 0.
```

Remember to PRINT to a disk file, not SAVE.

Here are three Tech Tips sent in by Neta Fillmore, of Oildale, California. She is a member of the Bakersfield Atari Computer Enthusiasts who originally published them in their newsletter.

NOISY I/O FLAG

If you would like to turn off the sound of data pulses coming out of your video speaker during disk or cassette I/O, type POKE 65,0. Bring it back with POKE 65,1.

BYE BYE REBOOT

Here's a tricky way to rerun an AUTORUN.SYS file without turning off your Atari XL or XE. Press [RESET]. Type in BYE and press [RETURN]. You will see the Self-Test Menu. Press [RESET] again and AUTORUN.SYS will take off.

BINARY LOCATING

Want to find out where a binary program is being loaded? The first six bytes will give you the answer. The following program reads them:

```
10 OPEN #2,4,0,"D:YOURPROG.
OBJ"
20 FOR I=1 TO 6:GET #2,A
30 PRINT A:NEXT I:CLOSE #2
```

Ignore the first two values which will be 255. Multiply the fourth value by 256 and add the third byte to the result. You now have the starting address. Repeat the above for values five and six to find the ending address of the binary program.

RAMDISK REVISITED

Rick Detlefsen of the Austin (Texas) Atari Computer Enthusiasts sends in his enhancement of the 800XL 16K RAMdisk Tech Tip from the January 1987 Antic. This patched version shows correctly that you have only 101 free sectors, not 499.

1. Boot with DOS 2.5 to BASIC.
2. POKE 1802,PEEK(1802)+128
3. Press [RESET].
4. POKE 2924,101:POKE 2925,0:POKE 2926,101:POKE 2927,0
5. Go to DOS.
6. Format D8.
7. Return to BASIC.

Don't forget that when you turn off your computer, everything in this pseudo disk drive (D8) will be lost. Copy any files you wish to keep to a real disk before you shut down.

ML DATA LOADER

DATAMAKR.BAS is a short program which converts machine language object files into BASIC DATA statements that can be ENTERED and used in your own BASIC programs.

Just insert the filename of your object code in line 20. Then choose a filename for your DATA statements and type it in at line 15. DATAMAKR will read your object code from the first file, and write BASIC DATA statements to the second.

When RUN, DATAMAKR asks for a starting line number. DATAMAKR will use that line number to create its first DATA statement. Subsequent DATA lines will be numbered in increments of ten. If you prefer to number your programs differently, change the 10 in line 110 to a value of your choosing.

After DATAMAKR has written your file of DATA statements, type NEW and ENTER it into RAM. Remember that you'll probably have to delete the first six items of data, which are file header bytes. You may also find a comma after the last entry. This should be deleted too.

```
10 DIM LINE$(127):TRAP 120
15 OPEN #3,8,0,"D:DATA1.LST"
20 OPEN #4,4,0,"D:FILENAME.OBJ"
30 ? CHR$(125);"STARTING LINE # = ";
40 INPUT LN
50 LINE$=STR$(LN)
55 LINE$(LEN(LINE$)+1)="DATA "
60 FOR J=1 TO 15
65 GET #4,D
70 LINE$(LEN(LINE$)+1)=STR$(D)
75 LINE$(LEN(LINE$)+1)=", "
80 NEXT J:GET #4,D
90 LINE$(LEN(LINE$)+1)=STR$(D)
100 PRINT #3;LINE$:LINE$=" "
110 LN=LN+10:GOTO 50
120 PRINT #3;LINE$:CLOSE #3:CLOSE #4
```

If you have a Tech Tip that you would like to share with other readers, send it along to Antic Tech Tips, 544 Second Street, San Francisco, CA 94107. You might get your name in print. We always welcome very short programs that demonstrate the Atari's powers, simple hardware modifications, or useful macros for popular software.



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